Westhold
Race Manager
User Manual

Version 1.39.0.8

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Table of Contents

1. Introduction **5**

1.1 General Information 5
1.2 Requirements 5
1.3 Installation 5
1.4 Quick Start 5

2. Overall Description **6**

2.1 Setup Tab **6**
2.1.1 System Status/Control 6
2.1.2 Set Min Lap Time 7
2.1.3 Set Min Power 8
2.1.4 Caution Handling 8
2.1.4.1 Finish Lap on Caution (Only for Scored Caution) 8
2.1.5 Auto Delete Partial Laps for Caution 8
2.1.6 Use Race Results for Lineup 9
2.1.7 Count First Crossing at Start 9
2.1.8 Count First Crossing on Return to Green 10
2.1.9 Score Red Flag Laps 10
2.1.10 Auto Delete Partial Laps for Red Flags 10
2.1.11 Scoreboard Control 11
2.1.11.1 Set Comm Port 11
2.1.11.2 Total Positions 11
2.1.11.3 Scoreboard Type 11
2.1.11.4 Enable Scoreboard Output 12
2.1.12 Network Broadcast Control 12
2.1.12.1 Set Parameters 12
2.1.12.2 Enable Server 12
2.1.13 RMonitor 12
2.1.13.1 Set Port 12
2.1.13.2 Enable 13
2.1.14 Default Track Length 13
2.1.15 Demo Mode On 13

2.2 Assign Tab **13**
2.2.1 Assignment Template List 14
2.2.2 Add New 15
2.2.3 Delete 15
2.2.4 On Track Assign 15
2.2.5 Number of Laps 15
2.2.6 Track Length 16
2.2.7 Print Line-Up 16

2.3 Timing Tab **16**
2.3.1 Lap Display Box 17
2.3.2 Down Checkbox 17
2.3.3 RMon – Practice 17
2.3.4 Qualify/Place View Button 17
2.3.5 Scoreboard Button 17
2.3.6 Elapsed Total 18
2.3.7 Elapsed Green 18
2.3.8 Refresh Network 18
2.3.9 Scroll Lock 18

2.3.10 Place/Qualify Window 18
2.3.11 Crossing Window 20
2.3.12 Unrelated Crossings 22
2.3.13 Pre-Start Button 22
2.3.14 Start Button 22
2.3.15 Caution Button (For non-scoring cautions) 22
2.3.16 Caution-Score Button 24
2.3.17 Red Flag Button 24
2.3.18 Lineup Screen 25
2.3.19 Finish Button 26
2.3.20 Stop Button 26
2.3.21 Crossing Window Pop-Up Menu (Used to modify crossing status) 26
2.3.21.1 Changing Crossing Type 26
2.3.21.2 Insert Manual Crossing 30
2.3.21.3 Delete Crossing 32
2.3.21.4 Insert Lap 30
2.3.21.5 Delete Lap 30
2.3.22 Results Tab 35
2.3.23 Print Buttons 36
2.3.24 Menu Items 36
2.3.24.1 File->Open Results Menu Item 36
2.3.24.2 File->Save Results Menu Item 37
2.3.24.3 File->Save Results As Menu Item 37
2.3.24.4 File->Close Menu Item 37
2.3.24.5 Options->Font Menu Item 37
2.3.24.6 Export Menu Item 37
2.3.24.6.1 Export -> HTML Menu Item 34
2.3.24.6.2 Export -> CSV Menu Item 35
2.3.24.7 Help -> Menu Item 35

3. Tutorials 39
3.1 Split Score Guide 39

User Manual

1. Introduction

1.1 General Information

The Westhold TimePro Race Manager software is used to control the Westhold RMS electronic race timing system. It has a simple and clean interface to facilitate the operation by the user.

1.2 Requirements

In order to install and use TimePro Race Manager, you must have the following:

IBM PC or compatible with 128M Bytes of free memory or more and at least 20M Bytes of free hard drive space on your computer.

Microsoft Windows 95/98/ME/XP, Windows NT 4.0 or above, Windows 2000 and Windows XP Pro or XP Home. It is recommended that you have the latest service pack for each operating system.

1.3 Installation

Place the CD in the computer. The installation program will automatically start on most computers. Some computers will not do this. If this is the case click on the Windows <START> button and then click on **run.** Type in <CD DRIVE LETTER>:\Setup.exe

Example:

D:\Setup.exe

This will start the installation program. Follow the instructions for installation. A Windows Desktop icon will be created along with a program folder under the <START>\<Programs> location.

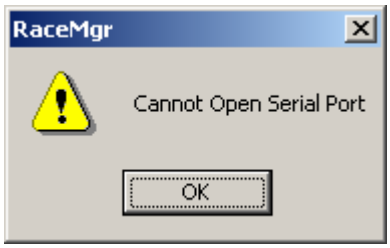
1.4 Quick Start

Before starting the software, verify the hardware has been configured properly. Be sure all the cables are connected and secure. Make sure the PC is connected to the RMS IDU box via a RS232 serial cable.

Power on the IDU. A green power indicator on the front of the IDU will light up.

Start the Race Manager program by double-clicking on the Desktop icon or selecting the program from the <START>/<PROGRAMS>/<Perrano> location.

When the software is started for the first time some warning messages may appear regarding the setup of com ports and the RMS. Fig. 1.4-1. This is normal. Click on the 'OK' buttons for the warning messages.



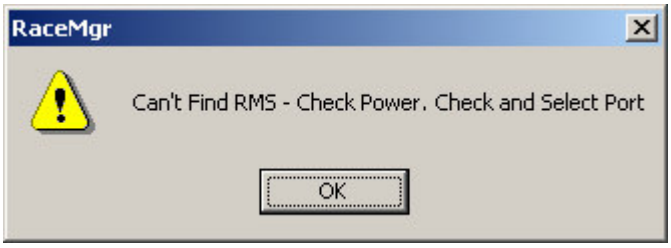


Fig. 1.4-1

2. Overall Description

The program is segmented into several logical sections. These are indicated by tabs at the bottom of the program window. The three sections are **Setup, Assign and Timing.** The tabs are set up from left to right in an attempt to indicate the typical flow of operation by the user.

2.1 Setup Tab

The setup page includes a number of parameters used to set up the software to communicate with the RMS and scoreboard.

2.1.1 System Status/Control

The System Status/Control box is located in the upper left corner. It indicates the current status of the system. The 3 boxes within the section initialize with the words 'Not Found' and the background will be in red color. If the RMS components are found they boxes will display the component serial and version numbers and the background color will be green. Typically the first time the system is started the software will not discover the components. Some setup must first occur. Follow the procedure below to initialize the system.

Click on **Set IDU Comm Port** in the System Status/Control box. A list box will appear with the operational com ports.

Click on the com port that the IDU is connected to. Be sure the IDU is powered on and the Track-Side Decoders are connected to the IDU and also on.

Click the 'OK' button. Race Manager will attempt to discover and communicate to the RMS components. When it successfully locates the components the indicators will light green and display the components serial numbers.

Note: Not all systems will have a Daisy Decoder so this indicator will remain red and display 'Not Found.' This is ok.

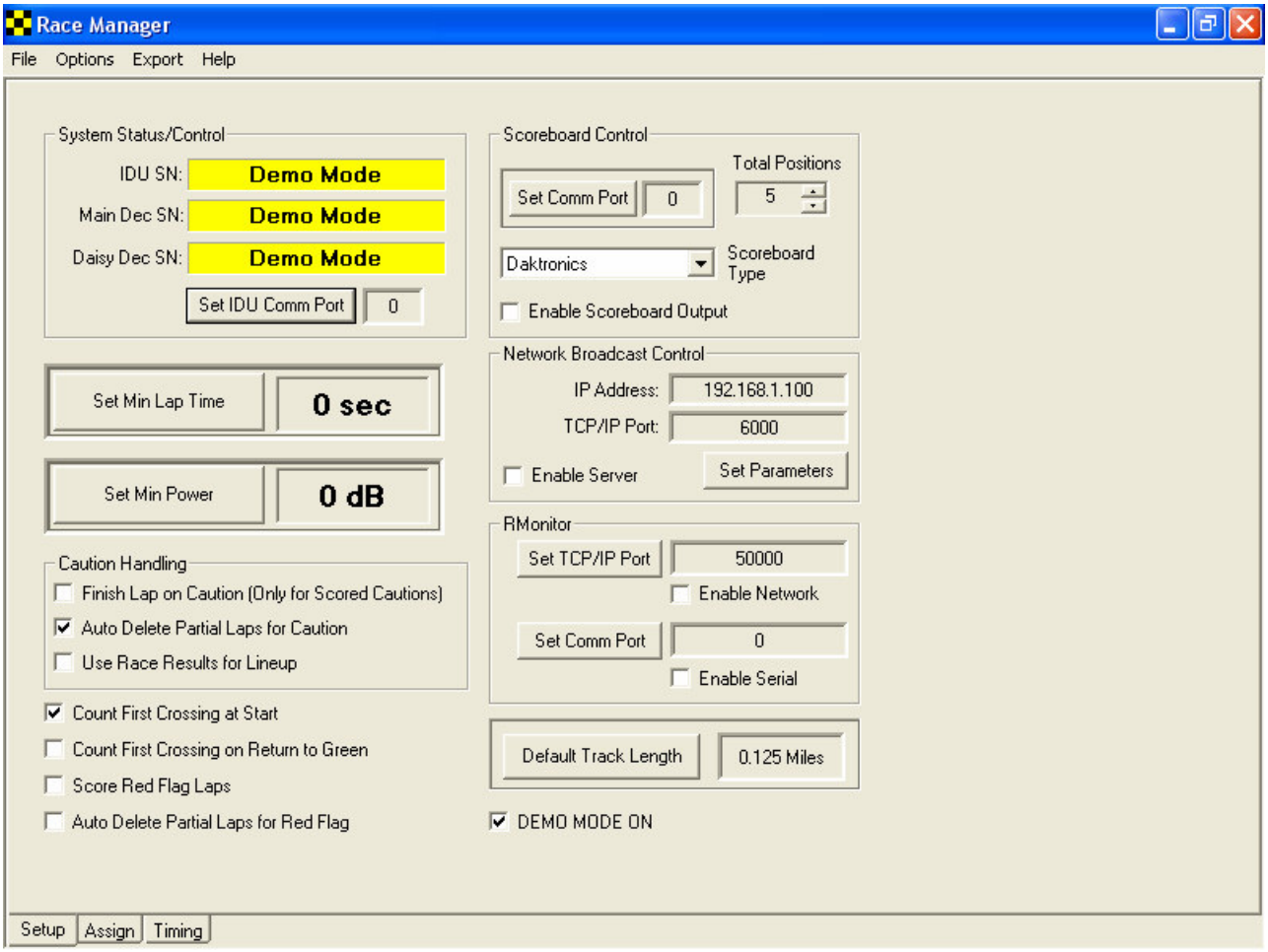


Fig 2.1.1-1

2.1.2 Set Min Lap Time

This is used to set the minimum acceptable lap time. It is used to prevent unwanted detections such as when a car spins out over the antenna and crosses it multiple times or when a transmitter is accidentally brought near the antenna or some other point where it can be detected by the Decoder.

To set the minimum lap time click on the **Set Min Lap Time** button and enter the number of seconds in the window that pops up (Fig 2.1.2-1). Click **OK** when finished or **Cancel** to abort the operation.

Note: The crossing on the crossing screen will be Gray in color.

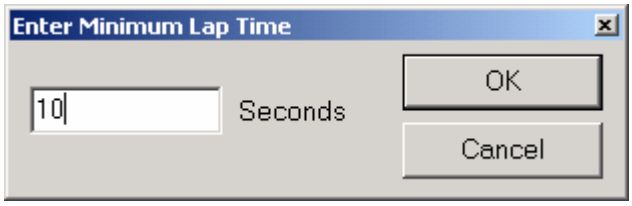


Fig. 2.1.2-1

2.1.3 Set Min Power

This is used to set the minimum acceptable detection power level. It is used to prevent unwanted detections from stray transmitters on the edge of the Decoder detection range.

To set the minimum power click on the **Set Min Power** button and enter the number of dB in the window that pops up. Click **OK** when finished or **Cancel** to abort the operation. A typical threshold number is about 19-20 dB. Some experimentation may be necessary to pick an appropriate value.

Note: Can leave set at 0.

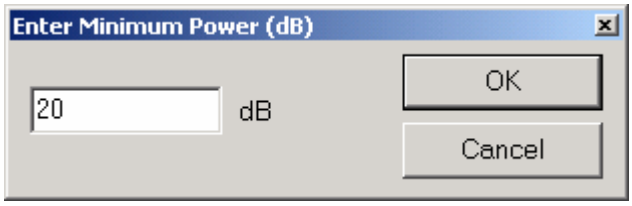


Fig. 2.1.3-1

2.1.4 Caution Handling

This group of controls is used to set parameters for how caution conditions will be handled.

2.1.4.1 Finish Lap on Caution (Only for Scored Caution)

This feature is used to handle split scoring situations. If the box is checked, the competitors will be scored only once when the cross the start/finish after the **Caution-Score** button on the timing screen is pressed. If not checked, all scored caution laps will be counted when computing the position of the competitors.

This is also used in situations when competitors race to the yellow.

2.1.5 Auto Delete Partial Laps for Caution

If this box is checked partial laps will be marked as caution when press the non scoring **Caution** button on the timing screen. For instance, if there are 10 competitors on the track and two vehicles cross the start/finish line before the caution flag is thrown, the crossings by the first two vehicles will be automatically marked as caution.

Note: Read tutorial section for information on split scoring.

2.1.6 Use Race Results for Lineup

If this box is checked the caution lineup will arrange competitors based on their last race position. If the box is unchecked, the lineup is created based on the order the cars crossed the start/finish. Typically this box is left unchecked.

Note: Check box if wanting to put lap cars to rear of the field.

2.1.7 Count First Crossing at Start

If this box is checked the first crossing will be counted as a lap. Otherwise if the box is not checked the first crossing will not be counted, but the second crossing will be counted as the completion of the first lap. Typically this box is left unchecked.

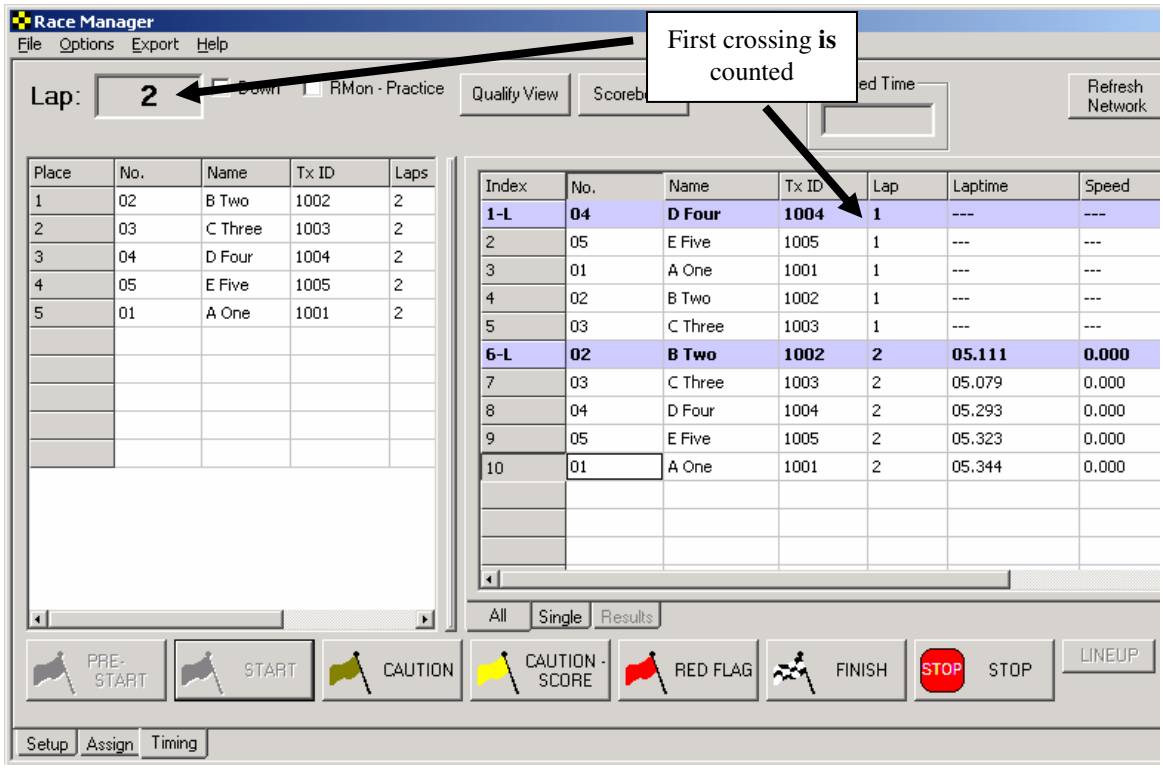

Race Manager
File Options Export Help
Lap: 2
RMon - Practice
Qualify View
Refresh Network
First crossing **is** counted
Place No. Name Tx ID Laps
1 02 B Two 1002 2
2 03 C Three 1003 2
3 04 D Four 1004 2
4 05 E Five 1005 2
5 01 A One 1001 2
Index No. Name Tx ID Lap Laptime Speed
1-L 04 D Four 1004 1 --- ---
2 05 E Five 1005 1 --- ---
3 01 A One 1001 1 --- ---
4 02 B Two 1002 1 --- ---
5 03 C Three 1003 1 --- ---
6-L 02 B Two 1002 2 05.111 0.000
7 03 C Three 1003 2 05.079 0.000
8 04 D Four 1004 2 05.293 0.000
9 05 E Five 1005 2 05.323 0.000
10 01 A One 1001 2 05.344 0.000
All Single Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
LINEUP
Setup Assign Timing

Fig 2.1.7-1 – Count First Crossing at Start is checked

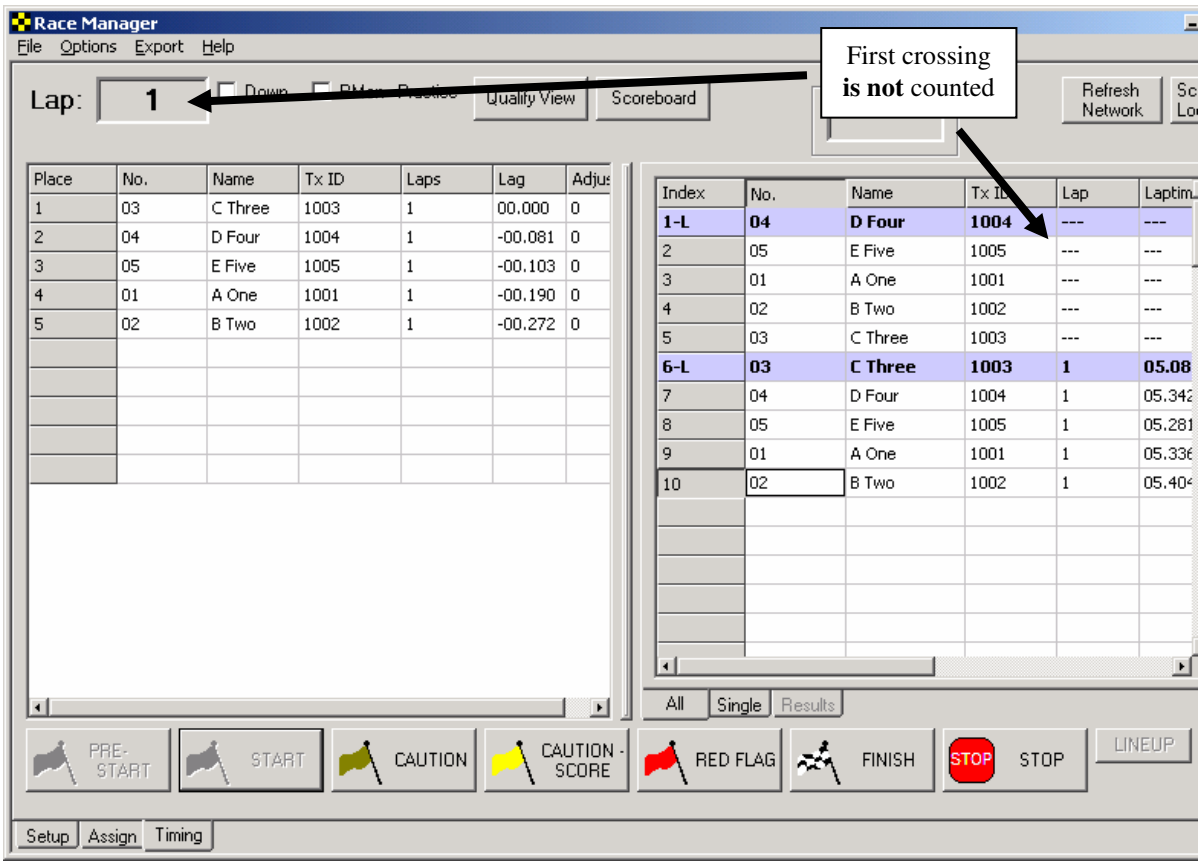

Race Manager
File Options Export Help
Lap: 1
Down
Quality View
Scoreboard
Refresh Network
First crossing is not counted
Place No. Name Tx ID Laps Lag Adjus
1 03 C Three 1003 1 00.000 0
2 04 D Four 1004 1 -00.081 0
3 05 E Five 1005 1 -00.103 0
4 01 A One 1001 1 -00.190 0
5 02 B Two 1002 1 -00.272 0
Index No. Name Tx ID Lap Laptim
1-L 04 D Four 1004 --- ---
2 05 E Five 1005 --- ---
3 01 A One 1001 --- ---
4 02 B Two 1002 --- ---
5 03 C Three 1003 --- ---
6-L 03 C Three 1003 1 05.08
7 04 D Four 1004 1 05.342
8 05 E Five 1005 1 05.281
9 01 A One 1001 1 05.336
10 02 B Two 1002 1 05.40
All Single Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Setup Assign Timing

Fig 2.1.7-2 – Count First Crossing at Start is unchecked

2.1.8 Count First Crossing on Return to Green

If this box is checked the very first crossing after return from either a caution or restart to green condition will be counted. In this case the start (green flag) button is pressed after all the vehicles have gone by the start/finish and the flag person has thrown the green flag.

If this box is not checked the very first crossing is not scored after returning to green condition. In this case the start (green flag) button is pressed as the flag person throws the green flag and before the vehicles have crossed the start/finish.

2.1.9 Score Red Flag Laps

If this box is checked when clicking red flag button the laps will count instead of not being scored in a typical red flag circumstance.

2.1.10 Auto Delete Partial Laps for Red Flag

If this box is checked when partial laps will be marked as red when pressing the **Red Flag** button on the timing screen. For instance, if there are 10 competitors on the track and two vehicles cross the start/finish line before the red flag is thrown, the crossings by the first two vehicles will be automatically marked as red.

2.1.11 Scoreboard Control

This section contains the controls to set up the scoreboard. In order to use the scoreboard to display data you must first properly connect the computer to the scoreboard controller. The PC must have a second available RS232 serial port in order to use the scoreboard. Be sure to have the PC and scoreboard controller connected before enabling the scoreboard output.

2.1.11.1 Set Comm Port

This is used to select the port that will output data to the scoreboard.

Click on the **Set Comm Port** button. A window with a list of ports will appear.

Select the appropriate port and click **OK.**

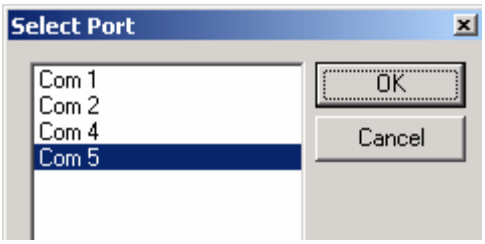


Fig. 2.1.11.1-1

2.1.11.2 Total Positions

This control is used to set the number of positions on the scoreboard. Be sure to select the proper number for the scoreboard being used. To do so use the up and down arrow buttons next to the control to increment or decrement the number.

2.1.11.3 Scoreboard Type

Use the scoreboard type list box to select the type of scoreboard that will be used.

Daktronics: This is for Daktronics scoreboards operating with the All Sport 5000 series controller. In order to use this option there are certain settings that must be made to the All Sport controller. First the console must be placed in proper configuration by using the code corresponding to transponder usage and the proper scoreboard. Second, place the console in race mode (not qualify) and press either 'Display Time' or 'Display Laps' button.

Generic: This is for scoreboards that are programmed to work with the generic scoreboard protocol provided by Race Manager. Both All American scoreboards from Everbrite as well as TSI Timers scoreboards can be configured for operation with Race Manager. Note that a separate hardware or software update may be necessary from the scoreboard manufacturer. Please contact the appropriate manufacturer for additional information.

2.1.11.4 Enable Scoreboard Output

Before the Race Manager software will output data to the scoreboard, this checkbox must be checked.

2.1.12 Network Broadcast Control

This section contains the controls to set up the software to act as an information broadcast server that can broadcast information to an IP address on a network (wired or wireless). This feature is used in conjunction with programs such as the **Westhold RMViewer**, a software application used by announcers and other personnel monitoring the race from a networked computer.

The IP Address shown in the window is the address of the computer the Race Manager software resides on.

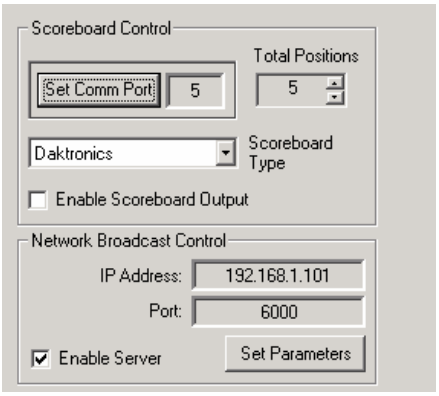


Fig. 2.1.12-1

2.1.12.1 Set Parameters

This is used to set the IP port that the information service will broadcast over. The default is 6000.

2.1.12.2 Enable Server

To enable the network information broadcast server this checkbox must be selected. If this is not enabled the RMViewer software or other software using this data feed will be unable to connect to the service and obtain race information.

2.1.13 RMonitor

This section contains the controls for outputting an RMonitor protocol stream. This is similar to the **Network Broadcast Control (Section 2.1.12)**. However, the output data stream is different and is used to support software and hardware devices that use this protocol.

2.1.13.1 Set Port

This is used to set the IP port that the RMonitor information will be broadcast over.

2.1.13.2 Enable

To enable the RMonitor information broadcast server this checkbox must be selected. If this is not enabled devices expecting a data stream will be unable to connect to the service and obtain race information.

2.1.14 Default Track Length

Click on the **Default Track Length** button to bring up a window that allows the entry of the default track length. This is used to set the default track length when creating a new transmitter assignment template.

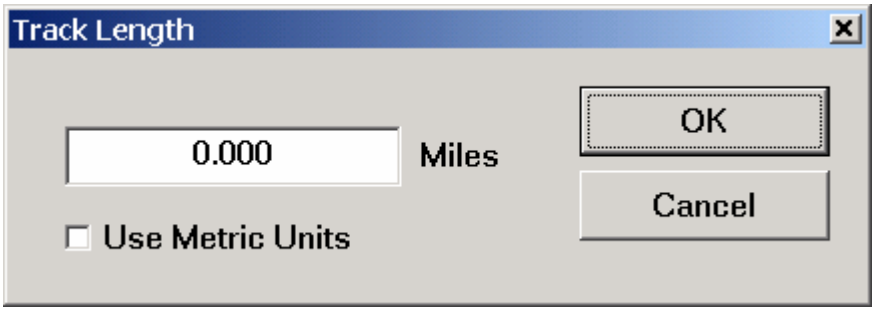


Fig 2.1.14-1

Click on the **Use Metric Units** checkbox to change the type of units to use for the speed calculation.

2.1.15 Demo Mode On

When this checkbox is checked the software is placed in a demonstration mode. This is useful for learning about the system without having all the hardware equipment connected. In this mode it is also possible to output scoreboard data and test the scoreboard feed.

In Demo mode the software will output transmitter numbers from 1001 to 1010 in random order when the race view is active. The race information will continue until the **Finish** button is pressed. If the qualify view is active the numbers 1001-1005 will be shown with each of the transmitters numbers making 4 crossings. Note that the lap times are not realistic numbers. They are simply used to demonstrate some of the software features and exercise the scoreboard output.

Note: System Status/Control com ports will turn yellow with DEMO MODE inside of them. Also recommended to leave Min Lap Time set at 0 sec other wise the demo mode will not work.

2.2 Assign Tab

The Assign page is used to create a mapping between transmitter serial number identifications and vehicle numbers and participant names.

Fig 2.2-1 - Transmitter

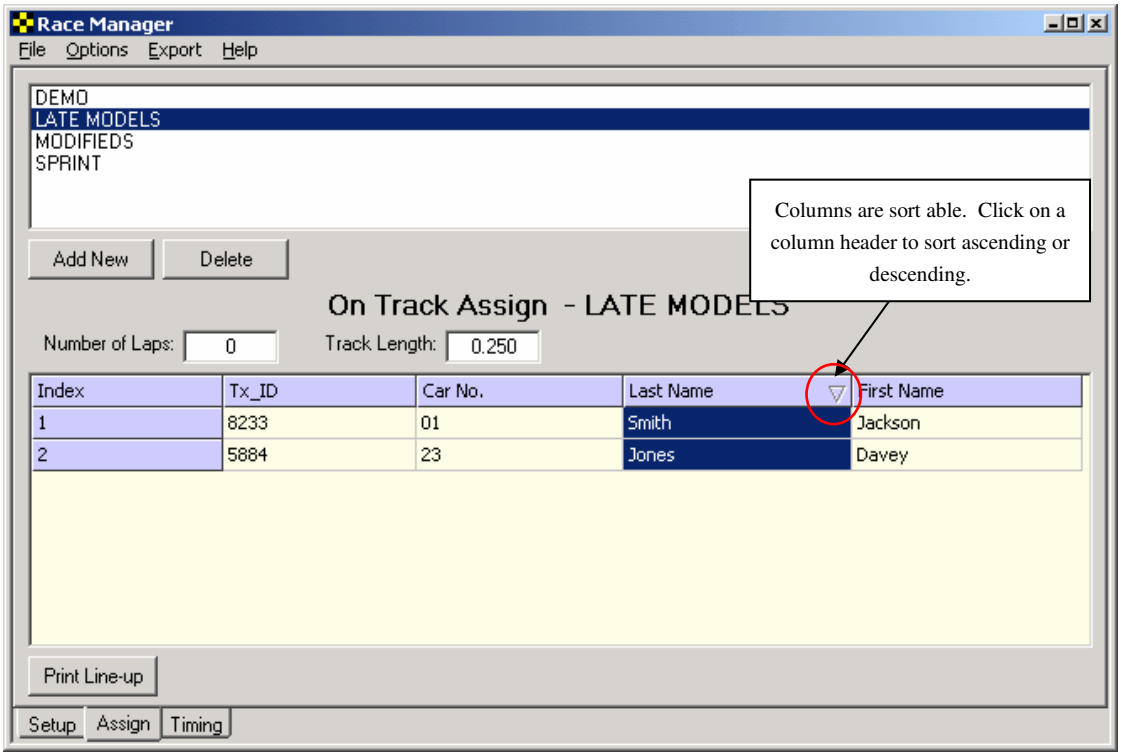


Fig 2.2-2 – Assign Tab

2.2.1 Assignment Template List

A list of available assignment templates is show in the box at the top of the screen. Each template has a set of mappings between transmitter ID and car numbers. A template may be selected at any time, even during a race but **NOT RECOMMENDED**.

NOTE: Be careful when selecting a template during a race as this will change what is displayed on the Timing screen as well as on the scoreboard.

The assignment template can be viewed as a class or even a heat assignment. Usage will vary depending on the user and how they choose to organize the assignment templates.

2.2.2 Add New

This is used to create a new assignment template. Click on the **Add New** button and a window will pop up asking for an assignment name. Type in a name and click **OK** when done. Click **Cancel** to abort. See Fig 2.2.2-1.

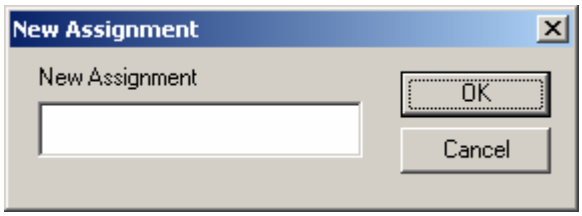


Fig 2.2.2-1

2.2.3 Delete

This button is used to delete an assignment template. To delete a template, click on the template to from the list and click the **Delete** button. This will permanently delete the assignment template and all the assignment information.

2.2.4 On Track Assign

The **On Track Assign** window is used to create the mapping between the transmitter ID and the vehicle number.

Select the assignment template from the list of assignment templates.

Now enter new data or modify existing data from the template. First enter the transmitter serial number which is four numbers. This is found on the outside of the transmitter. Then enter the vehicle number and other relevant information. It is not necessary to enter driver names, but it can be helpful when generating reports later on.

To create a new entry simply hit the **Enter** key on the PC keyboard and a new line will appear.

To delete an entry, simply highlight the data to delete and hit the **Delete** key on the PC keyboard.

2.2.5 Number of Laps

The total number of laps may be entered in the edit box. When the total number of laps is reached during a race, the race is automatically finished as if the “Finish” button on the timing page were pressed. This gives every competitor one more valid crossing.

Note that if this feature is being used the number entered should always be verified prior to a timing session since the number of laps for heat races are often different than that used for the feature race.

2.2.6 Track Length

The track length is the length of the track in miles or kilometers depending on the default mile/km setting found on the **Setup** page. When a new assignment template is created, the default track length from the **Setup** page is entered for the new template.

Note: Make sure both track lengths match so that speeds will appear on Timing Screen.

2.2.7 Print Line-Up

This prints the assignment template currently open. Click on the **Print Line-up** to print a copy of what is currently displayed on the **On-Track** assignment screen.

2.3 Timing Tab

This page is used during timing and scoring operations. The current running order or qualifying order is displayed on the left-hand side window and the crossings are displayed on the right-hand side.

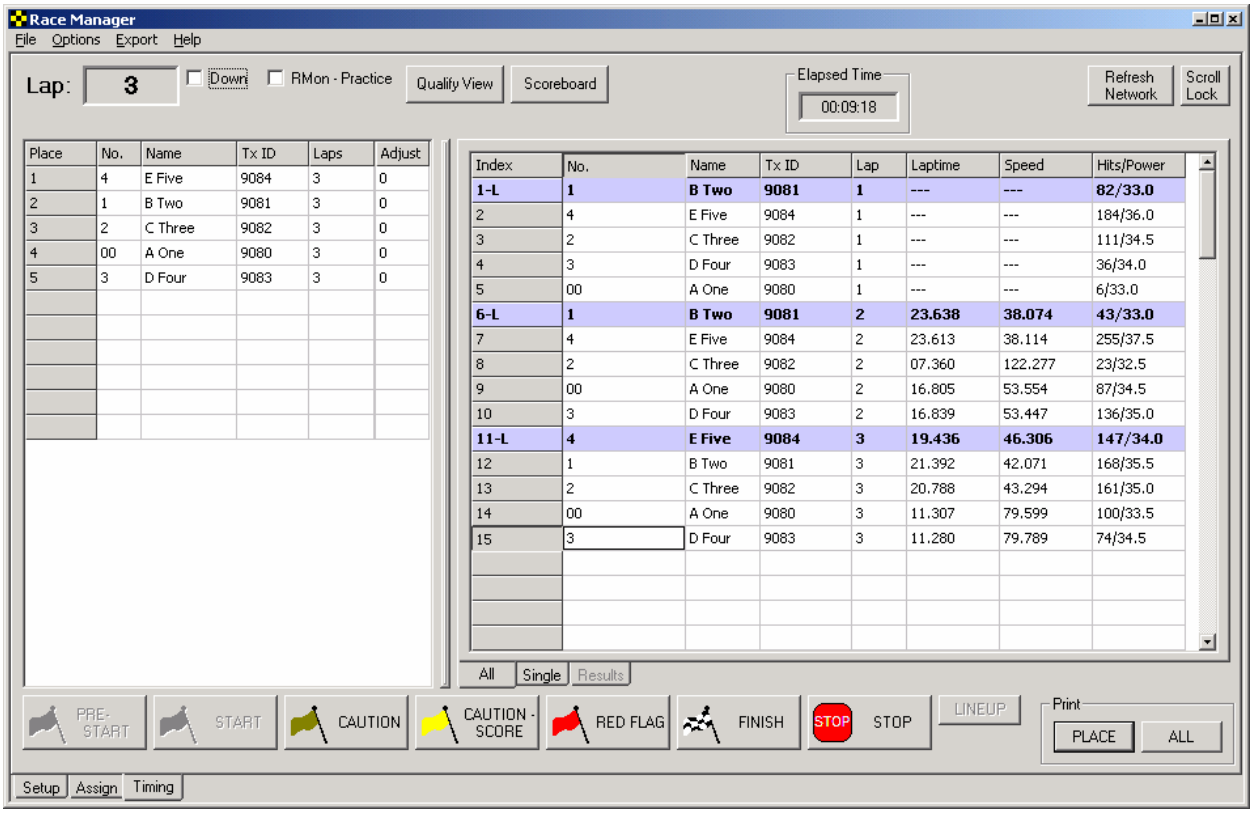

Race Manager
File Options Export Help
Lap: 3
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Time
00:09:18
Refresh Network
Scroll Lock
Place No. Name Tx ID Laps Adjust
1 4 E Five 9084 3 0
2 1 B Two 9081 3 0
3 2 C Three 9082 3 0
4 00 A One 9080 3 0
5 3 D Four 9083 3 0
Index No. Name Tx ID Lap Laptime Speed Hits/Power
1-L 1 B Two 9081 1 --- --- 82/33.0
2 4 E Five 9084 1 --- --- 184/36.0
3 2 C Three 9082 1 --- --- 111/34.5
4 3 D Four 9083 1 --- --- 36/34.0
5 00 A One 9080 1 --- --- 6/33.0
6-L 1 B Two 9081 2 23.638 38.074 43/33.0
7 4 E Five 9084 2 23.613 38.114 255/37.5
8 2 C Three 9082 2 07.360 122.277 23/32.5
9 00 A One 9080 2 16.805 53.554 87/34.5
10 3 D Four 9083 2 16.839 53.447 136/35.0
11-L 4 E Five 9084 3 19.436 46.306 147/34.0
12 1 B Two 9081 3 21.392 42.071 168/35.5
13 2 C Three 9082 3 20.788 43.294 161/35.0
14 00 A One 9080 3 11.307 79.599 100/33.5
15 3 D Four 9083 3 11.280 79.789 74/34.5
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig 2.3-1

2.3.1 Lap Display Box

This displays the current lap if the **Down** checkbox is unchecked. If the **Down** checkbox is checked the display shows the number of laps left in the race. If the scoreboard is enabled, the lap count will also be reflected in the scoreboard output.

Note: A number other than 0 must be entered for the session on the **Assign Tab** screen if you want to count downwards. Otherwise, the display will count upwards.

2.3.2 Down Checkbox

If this checkbox is checked and the number of laps entered on the **Assign Tab** screen is greater than 0 then the lap display will indicate the number of laps left in the race. If this checkbox is unchecked the lap indicator will indicate the current lap.

Once the countdown reaches 0, the counter will stop at 0 even if more laps are run.

2.3.3 RMon – Practice

This is used on conjunction with the RMonitor feed. If the checkbox is checked, the transmitted session name will include the word 'Race' in it. Otherwise it will not. This is useful for software or devices which use this feed to indicate whether the session is a practice session or a race session.

2.3.4 Qualify/Place View Button

This button toggles the Place/Qualify window between a running order (or place) display and the qualify display. In the place display the current running order is show with the leader at the top. The Qualify view will display the current qualifying order sorted by fastest lap.

NOTE: This view may be changed during a race or qualifying session. However, the scoreboard display will also change so caution must be used when selecting the view.

Each column's contents are described by the header at the top of the column. The Tx ID column also displays additional information besides the transmitter (transponder) ID number. If the battery of the transmitter is low (1 day or less battery life) the word "Batt" will appear next to the transmitter ID.

2.3.5 Scoreboard Button

The scoreboard button opens up a scoreboard control dialog. The 'G' button informs the scoreboard to turn on its green light. The 'Y' button turns on the yellow light and the 'R' button the red light. The 'Clear' button will send a reset command to the scoreboard which will either blank the scoreboard or put all zeroes into the scoreboard positions. Note that not all scoreboards will respond to all the buttons.

Fig 2.3.5-1

2.3.6 Elapsed Total

The elapsed total display shows the total time that has elapsed since the **Start** button was pressed. The time is displayed in hours:minutes:seconds format. When the **Finish** button is pressed the time stops updating. This feature is useful for noting if a race is going beyond its allotted time frame. The information is saved along with the race information.

2.3.7 Elapsed Green

The elapsed green display shows the total time that has elapsed under Green flag conditions. The time is displayed in hours:minutes:seconds format. When the **Yellow, Red, or Finish** button is pressed the time stops updating. This feature is useful for noting the time it has taken to run the race under race conditions.

2.3.8 Refresh Network

Clicking this button causes Race Manager to send information via the Network broadcast and RMonitor data feeds. This is useful for forcing an update when something has changed.

2.3.9 Scroll Lock

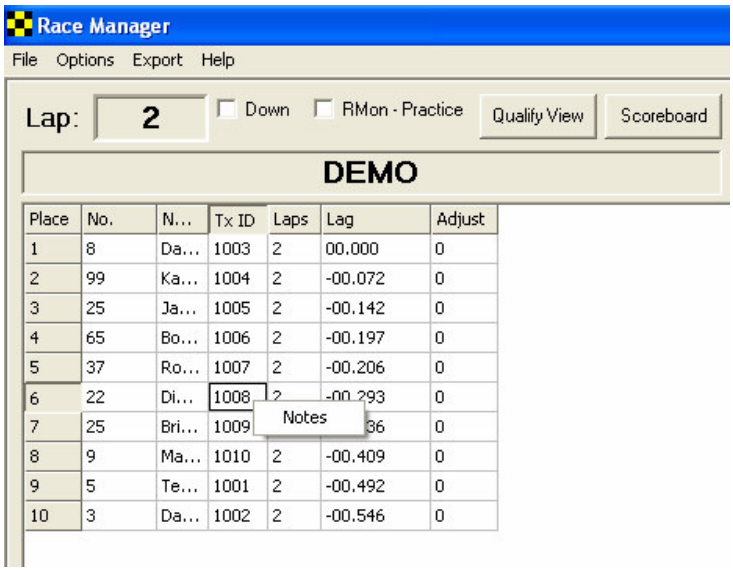
This causes the crossing screen from scrolling when the RMS detects new crossings. Click on the **Scroll Lock** button to toggle this feature on and off.

This is helpful when wanting to go back and check on a lap or vehicle that might have lost a lap and would like to find it.

2.3.10 Place/Qualify Window

The **Place/Qualify Window** on the left side of the screen is used to display the current running or qualifying order. When the window is displaying the place view the right mouse button may be clicked and a pop-up window will display and allow the software user to adjust laps up or down for a vehicle and make notes. To do this a vehicle must

first be highlighted. Use the mouse cursor to click on the desired line in the window and select the vehicle. Then right mouse click and click on the **NOTES** selection to bring up the lap adjustment window as show in the figure below.



Place	No.	N...	Tx ID	Laps	Lag	Adjust
1	8	Da...	1003	2	00.000	0
2	99	Ka...	1004	2	-00.072	0
3	25	Ja...	1005	2	-00.142	0
4	65	Bo...	1006	2	-00.197	0
5	37	Ro...	1007	2	-00.206	0
6	22	Di...	1008	2	-00.293	0
7	25	Bri...	1009		36	0
8	9	Ma...	1010	2	-00.409	0
9	5	Te...	1001	2	-00.492	0
10	3	Da...	1002	2	-00.546	0

Fig 2.3.10-1 Place/Qualify Window

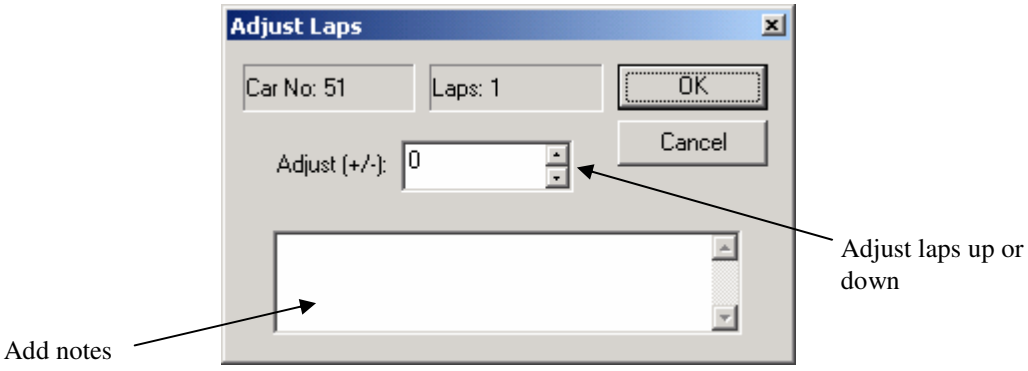


Fig. 2.3.10-2 Notes

Clicking the up and down arrows of the **Adjust (+/-)** entry will increase or decrease the number of laps for a car.

Note: This adjustment is only a rough adjustment. It cannot be used to place a vehicle in exactly the correct spot. Be very careful when using this feature.

When used it may cause a vehicle to appear in the incorrect spot. Upon the next crossing of the vehicle over the start/finish the vehicle will get an actual crossing time and be sorted in the correct order. To more accurately add a lap use the **Insert Manual Crossing** feature described in section 2.3.21.2.

The text box may be used to add notes that may be referenced later.

To make changes to the car number or assignments left mouse double-click on the line that will be changed. This will bring up a dialog box where the changes can be made.

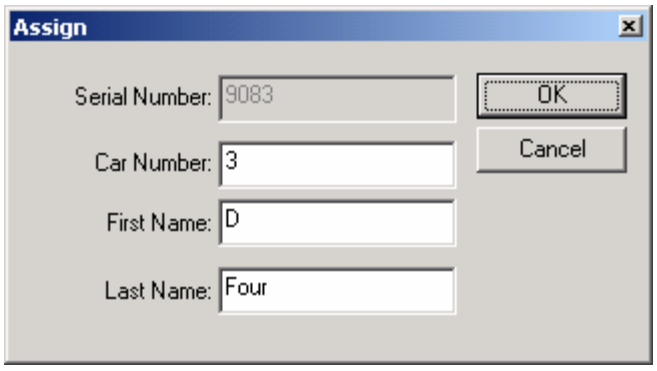


Fig 2.3.10-3 Assign

Make the changes and press the **OK** button. Pressing the **Cancel** button will cancel and changes made.

Note: Any changes made here will not be reflected on the assignment template.

2.3.11 Crossing Window

The **Crossing Window** is used to display all crossings. There are three tab selections for this window-**ALL, Single** and **Results.** By selecting **ALL**, every crossing by every vehicle will be displayed. By selecting **Single** the crossings of a single vehicle selected on the **Place Window** will be displayed. To do this click and select the desired line from the **Place/Qualify Window**. See section 2.3.22 for information on the results tab

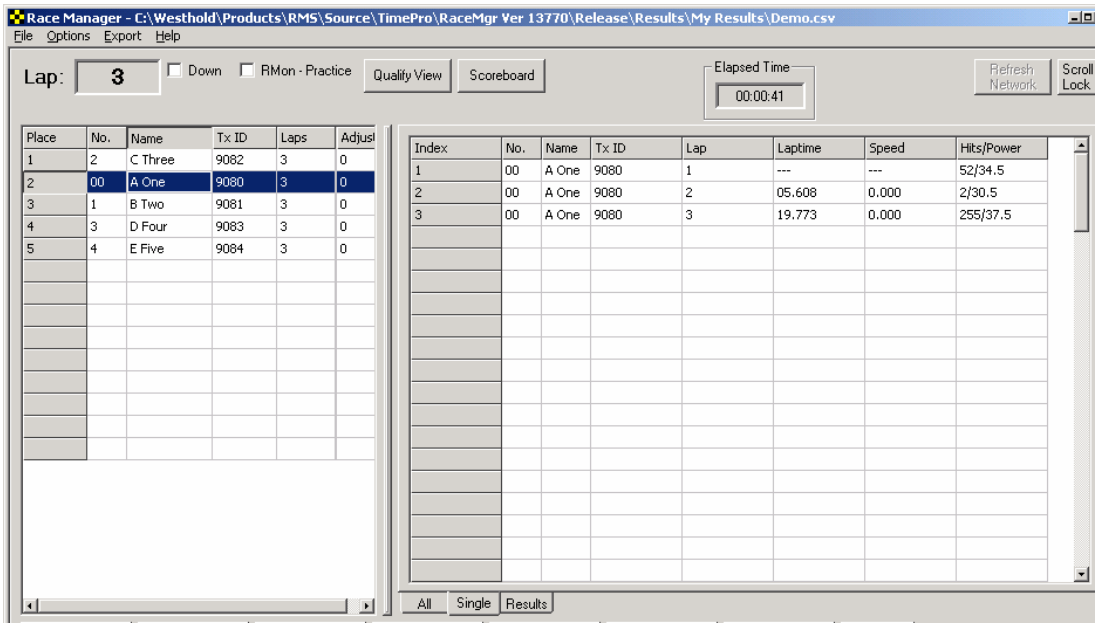

Race Manager - C:\Westhold\Products\RMS\Source\TimePro\RaceMgr Ver 13770\Release\Results\My Results\Demo.csv
File Options Export Help
Lap: 3
Down
RMon - Practice
Quality View
Scoreboard
Elapsed Time
00:00:41
Refresh Network
Scroll Lock
Place | No. | Name | Tx ID | Laps | Adjust
1 | 2 | C Three | 9082 | 3 | 0
2 | 00 | A One | 9080 | 3 | 0
3 | 1 | B Two | 9081 | 3 | 0
4 | 3 | D Four | 9083 | 3 | 0
5 | 4 | E Five | 9084 | 3 | 0
Index | No. | Name | Tx ID | Lap | Laptime | Speed | Hits/Power
1 | 00 | A One | 9080 | 1 | --- | --- | 52/34.5
2 | 00 | A One | 9080 | 2 | 05.608 | 0.000 | 2/30.5
3 | 00 | A One | 9080 | 3 | 19.773 | 0.000 | 255/37.5
All
Single
Results

Fig 2.3.11-1 – Single Tab

There are several columns in the **Crossings** window. Most are self-evident. The last column, Hits/Power, has very useful data. This data can help trouble-shoot your setup. It can help determine if a transmitter is mounted poorly or there is possible external interference to the system.

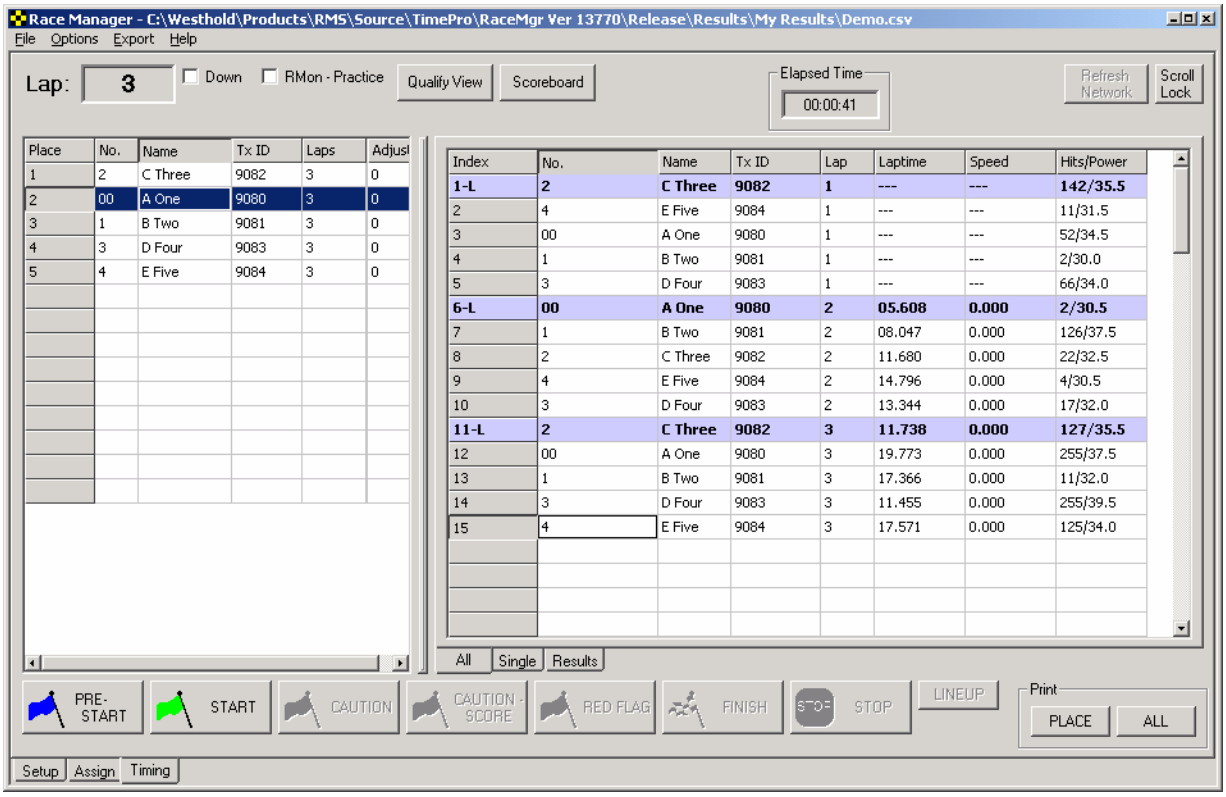

Race Manager - C:\Westhold\Products\RMS\Source\TimePro\RaceMgr Ver 13770\Release\Results\My Results\Demo.csv
File Options Export Help
Lap: 3
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Time
00:00:41
Refresh Network
Scroll Lock
Place No. Name Tx ID Laps Adjust
1 2 C Three 9082 3 0
2 00 A One 9080 3 0
3 1 B Two 9081 3 0
4 3 D Four 9083 3 0
5 4 E Five 9084 3 0
Index No. Name Tx ID Lap Laptime Speed Hits/Power
1-L 2 C Three 9082 1 --- --- 142/35.5
2 4 E Five 9084 1 --- --- 11/31.5
3 00 A One 9080 1 --- --- 52/34.5
4 1 B Two 9081 1 --- --- 2/30.0
5 3 D Four 9083 1 --- --- 66/34.0
6-L 00 A One 9080 2 05.608 0.000 2/30.5
7 1 B Two 9081 2 08.047 0.000 126/37.5
8 2 C Three 9082 2 11.680 0.000 22/32.5
9 4 E Five 9084 2 14.796 0.000 4/30.5
10 3 D Four 9083 2 13.344 0.000 17/32.0
11-L 2 C Three 9082 3 11.738 0.000 127/35.5
12 00 A One 9080 3 19.773 0.000 255/37.5
13 1 B Two 9081 3 17.366 0.000 11/32.0
14 3 D Four 9083 3 11.455 0.000 255/39.5
15 4 E Five 9084 3 17.571 0.000 125/34.0
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig. 2.3.11-2 All Tab

Each transmitter transmits its serial number over and over again very rapidly on a periodic basis. The Hits number indicates how many times the system "saw" the serial number being transmitted as it passes by the start/finish line detection point. The faster the vehicle crosses the detection point, the lower the Hits number will be.

The Power number is a measure of the transmitters signal strength. Strength numbers below mid 30s indicate possible problems either with the transmitter location or poor cable connections in the antenna loop or coax cable.

Hints

1. As each vehicle crosses the start/finish verify that the power numbers are consistent and above high 30's.

2. If on transmitter has numbers on average lower than the rest by about 10 then that indicates the transmitter is not mounted in the same way as the other cars. If the Power number is low then the transmitter should be relocated to a better position.

3. If the Power number is in the good range (about 40 and above), but the Hits number is low compared to other cars, this indicates poor mounting position. This means that the transmitter is not being "seen" very well. It could be that the transmitter is in a recessed location surrounded by metal or facing the wrong direction (Label side of transmitter should fact the antenna loop)

4. If the Power number is good, but the Hits number is erratic at a given speed this indicates either poor mounting or interference.

5. Low power number on all vehicles indicates poor connectivity in the wiring or poor mounting on all vehicles.

2.3.12 Unrelated Crossings

When transponders are not assigned to a competitor under the **Assign** tab the transponder number will show up in RED under the crossing screen. At any point during the race the transponder may be assigned to a competitor under the **Assign** tab.

Note: DO NOT set any extra transponders within **50 Feet** from scoring loop (cable in ground of track, and cable running from tower to track), or any computer equipment (Computer, IDU, and Decoder). These can be picked up inadvertently.

2.3.13 Pre-Start Button

This button is used to pre-start a timing session. The crossings are recorded and shown on the crossing window, but not scored. This is useful for verifying that each vehicle has a transmitter and that it is functional properly. Pre-start crossings are highlighted in blue. See fig 2.3.13-1 below.

Note: Highly recommended to use on pace laps before start of race.

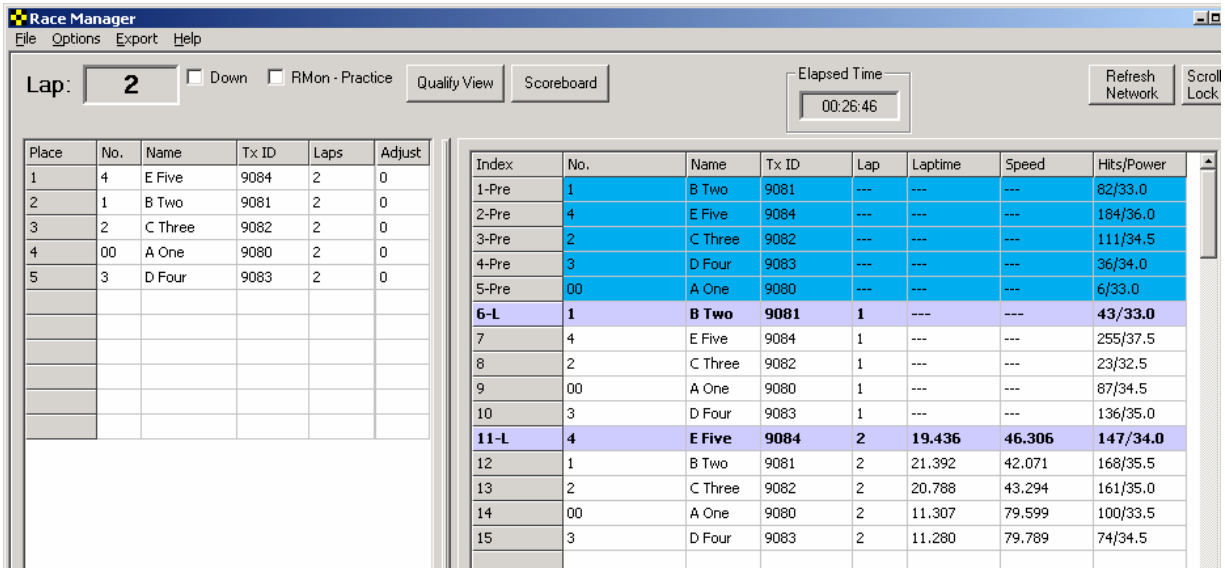


Fig 2.3.13-1 – Pre-Start crossings in blue

2.3.14 Start Button

To begin a timing session, click on the **Start** button. It is not necessary to select an assignment template from the **Assign** page. If no assignment template is selected or a blank one is selected the display will only indicate the transmitter ID numbers. Although it possible to change a template selection during a session, it is **NOT** recommended, as this will change the output to the Timing page and the scoreboard.

2.3.15 Caution Button (For non-scoring cautions)

If a caution occurs this button may be pressed and a caution condition will be enabled. This causes the crossings on the **Crossing Window** to display the affected crossings in bronze if it is in the **All** view. All crossings are highlighted and will not be scored.

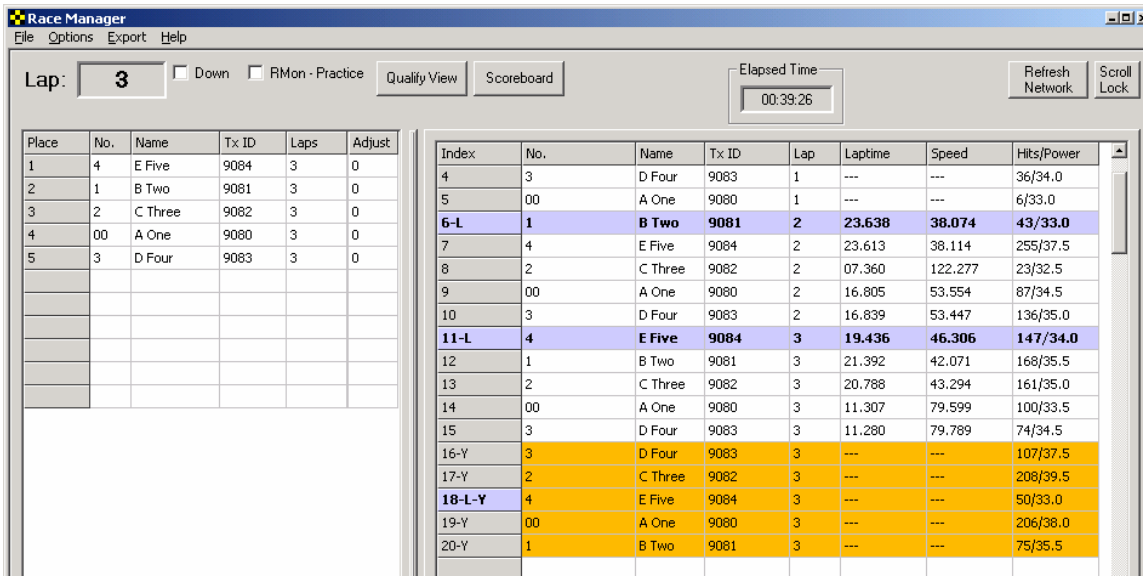


Fig 2.3.15-1 Caution

If the **Auto Delete Partial Laps for Caution** checkbox on the **Setup** page is checked a partial lap will be deleted and not scored.

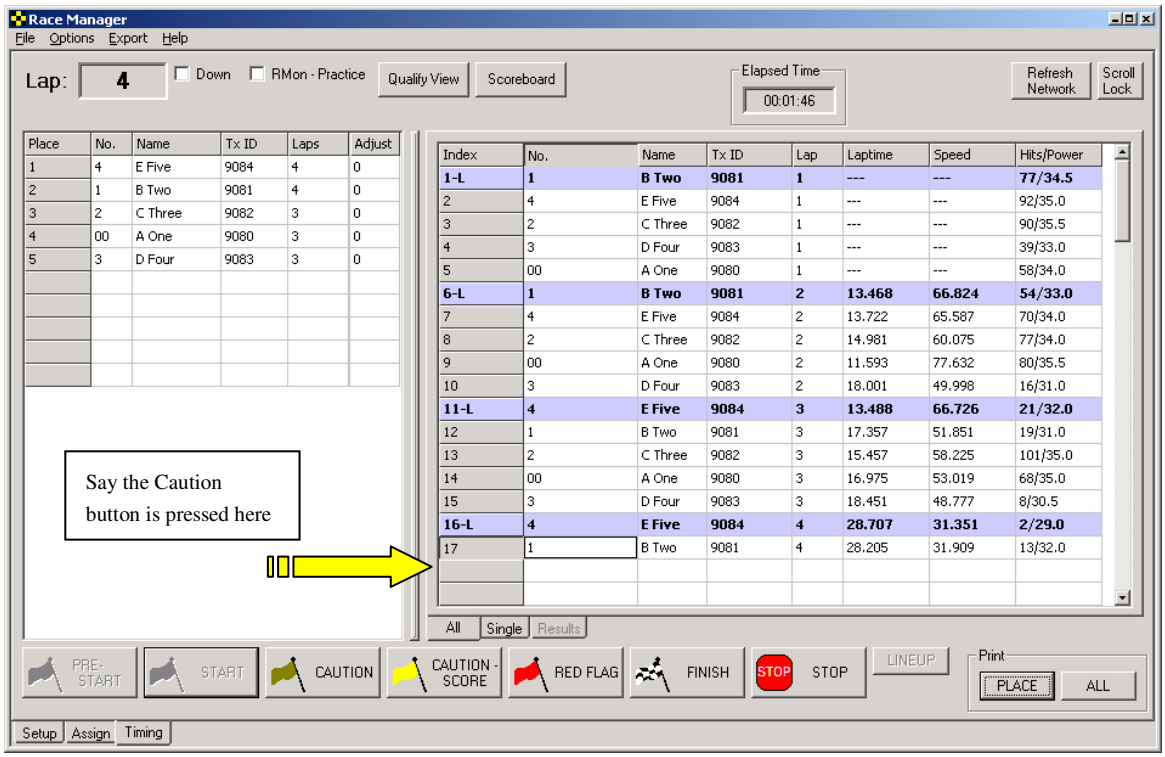

Race Manager
File Options Export Help
Lap: 4
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Time
00:01:46
Refresh Network
Scroll Lock
Place | No. | Name | Tx ID | Laps | Adjust
1 | 4 | E Five | 9084 | 4 | 0
2 | 1 | B Two | 9081 | 4 | 0
3 | 2 | C Three | 9082 | 3 | 0
4 | 00 | A One | 9080 | 3 | 0
5 | 3 | D Four | 9083 | 3 | 0
Index | No. | Name | Tx ID | Lap | Laptime | Speed | Hits/Power
1-L | 1 | B Two | 9081 | 1 | --- | --- | 77/34.5
2 | 4 | E Five | 9084 | 1 | --- | --- | 92/35.0
3 | 2 | C Three | 9082 | 1 | --- | --- | 90/35.5
4 | 3 | D Four | 9083 | 1 | --- | --- | 39/33.0
5 | 00 | A One | 9080 | 1 | --- | --- | 58/34.0
6-L | 1 | B Two | 9081 | 2 | 13.468 | 66.824 | 54/33.0
7 | 4 | E Five | 9084 | 2 | 13.722 | 65.587 | 70/34.0
8 | 2 | C Three | 9082 | 2 | 14.981 | 60.075 | 77/34.0
9 | 00 | A One | 9080 | 2 | 11.593 | 77.632 | 80/35.5
10 | 3 | D Four | 9083 | 2 | 18.001 | 49.998 | 16/31.0
11-L | 4 | E Five | 9084 | 3 | 13.488 | 66.726 | 21/32.0
12 | 1 | B Two | 9081 | 3 | 17.357 | 51.851 | 19/31.0
13 | 2 | C Three | 9082 | 3 | 15.457 | 58.225 | 101/35.0
14 | 00 | A One | 9080 | 3 | 16.975 | 53.019 | 68/35.0
15 | 3 | D Four | 9083 | 3 | 18.451 | 48.777 | 8/30.5
16-L | 4 | E Five | 9084 | 4 | 28.707 | 31.351 | 2/29.0
17 | 1 | B Two | 9081 | 4 | 28.205 | 31.909 | 13/32.0
Say the Caution button is pressed here
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig 2.3.15-2 Before Caution Button

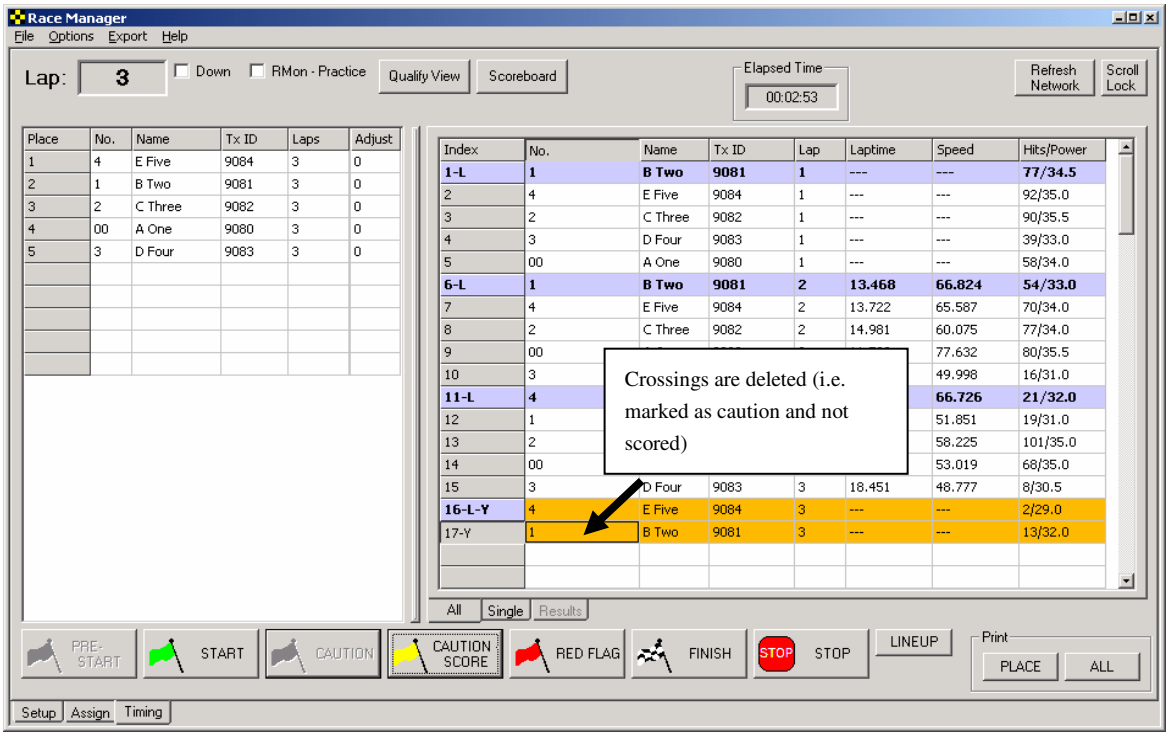

Race Manager
File Options Export Help
Lap: 3
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Time
00:02:53
Refresh Network
Scroll Lock
Place No. Name Tx ID Laps Adjust
1 4 E Five 9084 3 0
2 1 B Two 9081 3 0
3 2 C Three 9082 3 0
4 00 A One 9080 3 0
5 3 D Four 9083 3 0
Index No. Name Tx ID Lap Laptime Speed Hits/Power
1-L 1 B Two 9081 1 --- --- 77/34.5
2 4 E Five 9084 1 --- --- 92/35.0
3 2 C Three 9082 1 --- --- 90/35.5
4 3 D Four 9083 1 --- --- 39/33.0
5 00 A One 9080 1 --- --- 58/34.0
6-L 1 B Two 9081 2 13.468 66.824 54/33.0
7 4 E Five 9084 2 13.722 65.587 70/34.0
8 2 C Three 9082 2 14.981 60.075 77/34.0
9 00 77.632 80/35.5
10 3 49.998 16/31.0
11-L 4 66.726 21/32.0
12 1 51.851 19/31.0
13 2 58.225 101/35.0
14 00 53.019 68/35.0
15 3 D Four 9083 3 18.451 48.777 8/30.5
16-L-Y 4 E Five 9084 3 --- --- 2/29.0
17-Y 1 B Two 9081 3 --- --- 13/32.0
Crossings are deleted (i.e. marked as caution and not scored)
All
Single
Results
PRE-START
START
CAUTION
CAUTION SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig 2.3.15-3 – Auto Delete Partial Lap

When the **Caution** button is clicked a screen with the current lineup will appear showing the order the cars crossed the start/finish line during the last complete lap. See section 2.3.18 for details.

After the caution period is over click on the **Start** button to go back to a green condition. If the item **Count First Crossing on Return to Green** is checked on the **Setup** page described in section 2.1.8 the very first crossing over the start/finish line will be scored. If this is the case, the computer operator should wait until all the vehicles have passed the start/finish when the green is thrown before clicking on the **Start** button.

If the option **Count First Crossing on Return to Green** is not checked the operator should click on the **Start** button just as the green is thrown, but before the vehicles cross the start/finish. The very first crossing will not be counted. The subsequent crossing will then be counted as the first completed lap.

2.3.16 Caution-Score Button

The **Caution-Score** button is used when the caution crossings will be scored. All crossings in this case will be scored unless the **Finish Lap on Caution (Only for Scored Cautions)** checkbox described in section 2.1.4.1. See the tutorial section 3.1 for a guide to split scoring

2.3.17 Red Flag Button

If a red flag condition occurs pressing this button will cause a red-flag to be enabled. All crossings affected will be highlighted in red. See section 2.3.18 for details on the lineup screen. When the red period is over click on the **Start** button to go back to a green condition.

Note: Leave red even if running under yellow until ready to go back green then press **Start** button unless scoring yellows then press **Start** button and press **Caution-Score**.

2.3.18 Lineup Screen

When the **Caution, Caution-Score or Red Flag** buttons are clicked a screen with the current lineup will appear showing the order the cars crossed the start/finish line during the last complete lap or it will show the last race position depending on whether or not the **Use Race Results for Lineup** checkbox on the **Setup** page is checked.

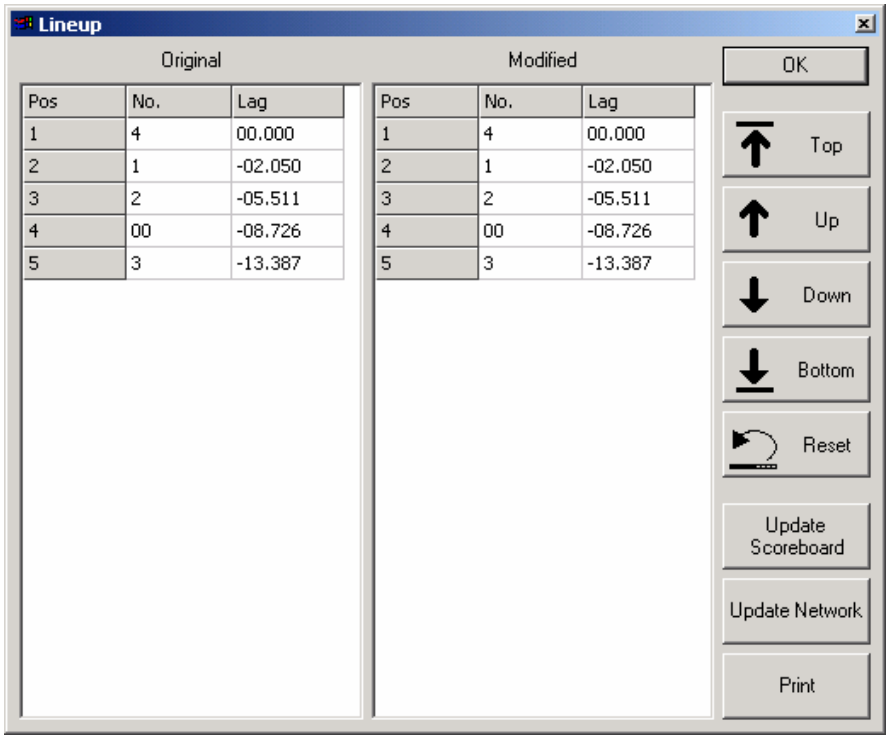


Fig 2.3.18-1

The left hand side of the screen shows the lineup according to the scoring system. The right hand side is used to modify the scoreboard output. Adjustments can be made on the right hand side of the screen. To do this you click on one of the entries on the right so that it is highlighted. Then, click on one of the buttons on the right to either move the selected entry up or down.

The **Top** button moves the entry all the way to the first place position. The **Bottom** button moves the participant to very bottom of the list. The **Up** and **Down buttons** move the entry up and down one position respectively.

Once you are satisfied with the rearrangement the **Update Scoreboard** button may be clicked to send the modified arrangement to the scoreboard. The **Update Network** button may be used to send the modified update over the RMonitor feed. This is useful for updating devices with the lineup that use the RMonitor feed.

Note 1: Modifications on the Lineup screen do not change the actual positions of the cars. The modifications are for the benefit of the scoreboard display.

Note 2: While the Lineup screen is displayed the scoreboard will not update positional changes in non-scoring cautions conditions.

2.3.19 Finish Button

Click the **Finish** button right before the leader takes the checkered. This allows each competitor to be scored for only one more crossing. All subsequent crossings are recorded but not scored. This prevents the leaders from being accidentally scored if they do not get off the track right after crossing the start/finish line.

NOTE: If not able to click **Finish** button before leader crosses start/finish then make sure to press **Stop** button before leader gets back to start/finish again.

2.3.20 Stop Button

Click the **Stop** button to stop all scoring. When this is done a window will pop-up and the user is given a chance to save the results of the timing session. Type the name of the file to save the data as and click **OK**. If **Cancel** is clicked, no data is saved. However, it is still possible to save the data by going to the menu item <FILE>\<SAVE RESULTS>.

2.3.21 Crossing Window Pop-Up Menu (Used to modify crossing status)

A pop-up menu will appear by right-mouse clicking when the mouse pointer is over the **Crossing** window. Various selections may be made to change selected crossings from pre-start to green to caution, to scoring cautions and red conditions. There are also four other selections: **Insert Manual Crossing** and **Delete Crossing**. These selections are used to insert a manual crossing or delete crossings (manual or electronic) for the driver selected on the running order window on the left-hand side of the screen. The last two selections: **Insert Lap** and **Delete Lap.** These selections are used to insert a full lap to or delete a full lap from a single car or the entire field.

2.3.21.1 Changing Crossing Type

Individual or multiple crossings may be selected for and their crossing type changed by first highlighting the desired crossing and then right-clicking the mouse with the mouse cursor in the **Crossing** window. Select the desired choice such as **Set Caution** and the crossing type will change. This is a very useful feature used to correct mistakes such as accidentally pressing the **Caution** button at the wrong time.

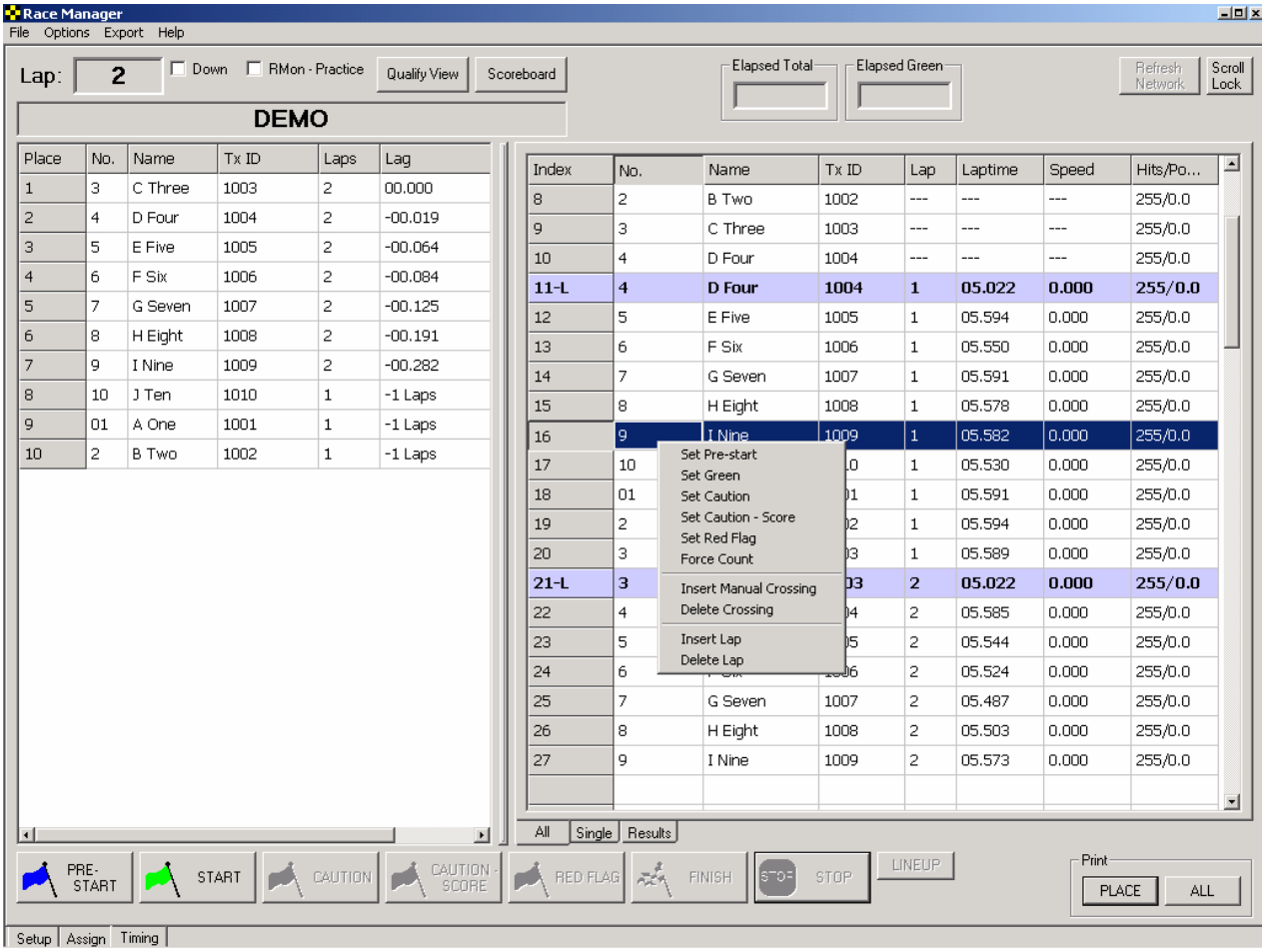

Race Manager
File Options Export Help
Lap: 2
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Total
Elapsed Green
Refresh Network
Scroll Lock
DEMO
Place No. Name Tx ID Laps Lag
1 3 C Three 1003 2 00.000
2 4 D Four 1004 2 -00.019
3 5 E Five 1005 2 -00.064
4 6 F Six 1006 2 -00.084
5 7 G Seven 1007 2 -00.125
6 8 H Eight 1008 2 -00.191
7 9 I Nine 1009 2 -00.282
8 10 J Ten 1010 1 -1 Laps
9 01 A One 1001 1 -1 Laps
10 2 B Two 1002 1 -1 Laps
Index No. Name Tx ID Lap Laptime Speed Hits/Po...
8 2 B Two 1002 --- --- --- 255/0.0
9 3 C Three 1003 --- --- --- 255/0.0
10 4 D Four 1004 --- --- --- 255/0.0
11-L 4 D Four 1004 1 05.022 0.000 255/0.0
12 5 E Five 1005 1 05.594 0.000 255/0.0
13 6 F Six 1006 1 05.550 0.000 255/0.0
14 7 G Seven 1007 1 05.591 0.000 255/0.0
15 8 H Eight 1008 1 05.578 0.000 255/0.0
16 9 I Nine 1009 1 05.582 0.000 255/0.0
17 10 1 05.530 0.000 255/0.0
18 01 1 05.591 0.000 255/0.0
19 2 1 05.594 0.000 255/0.0
20 3 1 05.589 0.000 255/0.0
21-L 3 2 05.022 0.000 255/0.0
22 4 2 05.585 0.000 255/0.0
23 5 2 05.544 0.000 255/0.0
24 6 2 05.524 0.000 255/0.0
25 7 G Seven 1007 2 05.487 0.000 255/0.0
26 8 H Eight 1008 2 05.503 0.000 255/0.0
27 9 I Nine 1009 2 05.573 0.000 255/0.0
Set Pre-start
Set Green
Set Caution
Set Caution - Score
Set Red Flag
Force Count
Insert Manual Crossing
Delete Crossing
Insert Lap
Delete Lap
All Single Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
LINEUP
Print
PLACE
ALL
Setup Assign Timing

Fig. 2.3.21.1-1 Crossing window right clicked

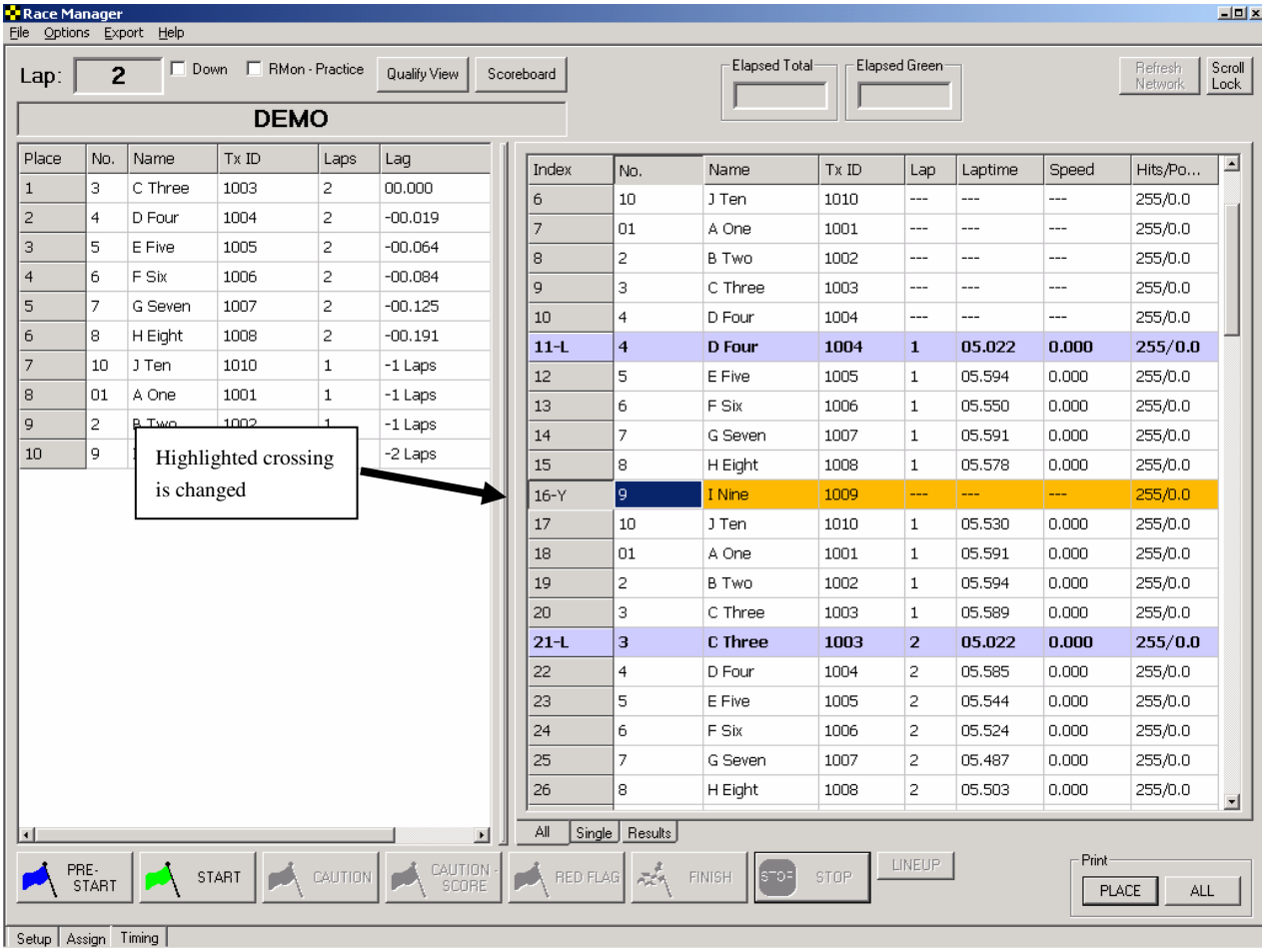


Fig 2.3.21.1-2 Highlighted Crossing Changed

Note: Be careful using this feature. It is a powerful feature, but can have unintended consequences.

There is a special crossing type called **Force Count.** Depending on the selections made in the **Setup** page sometimes a crossing may not be counted. For example after a returning to green from a caution the first crossing is not counted if the **Count First Crossing on Return to Green** checkbox is not checked. If the competitor has say gone to the pits and upon their return the crossing must be counted then select the **Force Count** selection. See Fig 2.3.21.1-3 below.

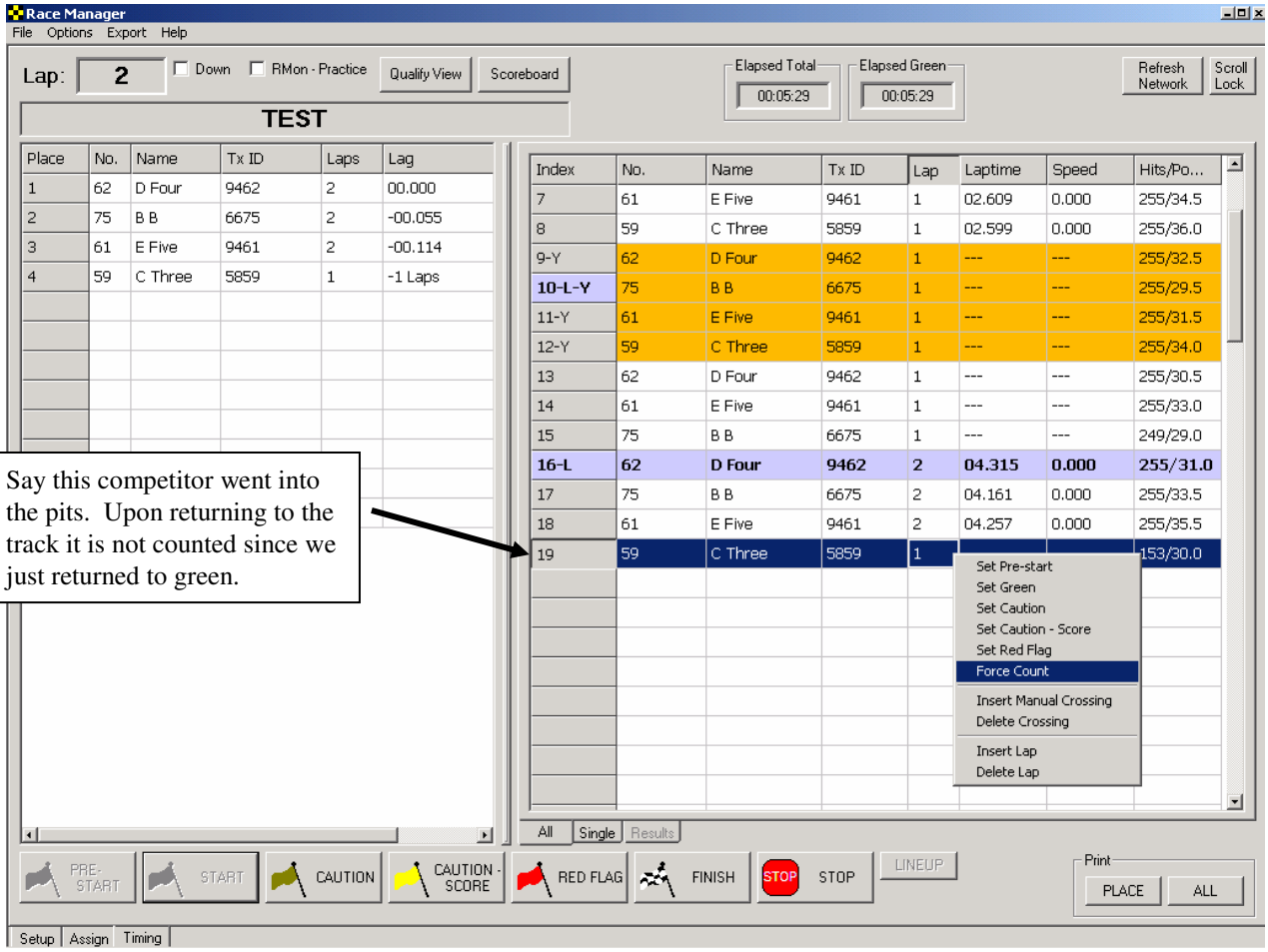

Race Manager
File Options Export Help
Lap: 2
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Total
00:05:29
Elapsed Green
00:05:29
Refresh Network
Scroll Lock
TEST
Place | No. | Name | Tx ID | Laps | Lag
1 | 62 | D Four | 9462 | 2 | 00.000
2 | 75 | B B | 6675 | 2 | -00.055
3 | 61 | E Five | 9461 | 2 | -00.114
4 | 59 | C Three | 5859 | 1 | -1 Laps
Index | No. | Name | Tx ID | Lap | Laptime | Speed | Hits/Po...
7 | 61 | E Five | 9461 | 1 | 02.609 | 0.000 | 255/34.5
8 | 59 | C Three | 5859 | 1 | 02.599 | 0.000 | 255/36.0
9-Y | 62 | D Four | 9462 | 1 | --- | --- | 255/32.5
10-L-Y | 75 | B B | 6675 | 1 | --- | --- | 255/29.5
11-Y | 61 | E Five | 9461 | 1 | --- | --- | 255/31.5
12-Y | 59 | C Three | 5859 | 1 | --- | --- | 255/34.0
13 | 62 | D Four | 9462 | 1 | --- | --- | 255/30.5
14 | 61 | E Five | 9461 | 1 | --- | --- | 255/33.0
15 | 75 | B B | 6675 | 1 | --- | --- | 249/29.0
16-L | 62 | D Four | 9462 | 2 | 04.315 | 0.000 | 255/31.0
17 | 75 | B B | 6675 | 2 | 04.161 | 0.000 | 255/33.5
18 | 61 | E Five | 9461 | 2 | 04.257 | 0.000 | 255/35.5
19 | 59 | C Three | 5859 | 1 | | | 153/30.0
Set Pre-start
Set Green
Set Caution
Set Caution - Score
Set Red Flag
Force Count
Insert Manual Crossing
Delete Crossing
Insert Lap
Delete Lap
Say this competitor went into the pits. Upon returning to the track it is not counted since we just returned to green.
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig. 2.3.21.1-3 Force Count

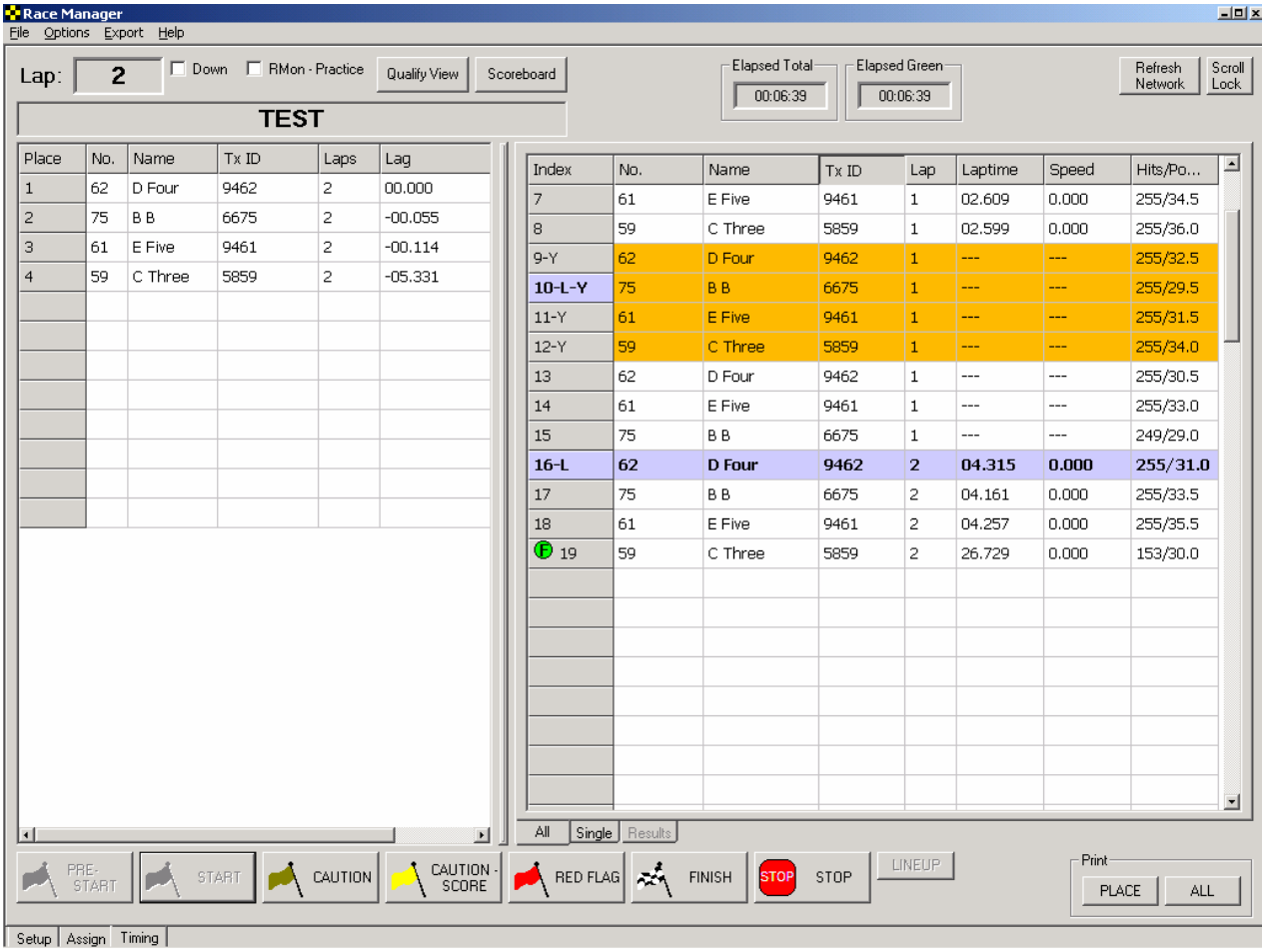

Race Manager
File Options Export Help
Lap: 2
Down
RMon - Practice
Qualify View
Scoreboard
TEST
Elapsed Total
00:06:39
Elapsed Green
00:06:39
Refresh Network
Scroll Lock
Place No. Name Tx ID Laps Lag
1 62 D Four 9462 2 00.000
2 75 B B 6675 2 -00.055
3 61 E Five 9461 2 -00.114
4 59 C Three 5859 2 -05.331
Index No. Name Tx ID Lap Laptime Speed Hits/Po...
7 61 E Five 9461 1 02.609 0.000 255/34.5
8 59 C Three 5859 1 02.599 0.000 255/36.0
9-Y 62 D Four 9462 1 --- --- 255/32.5
10-L-Y 75 B B 6675 1 --- --- 255/29.5
11-Y 61 E Five 9461 1 --- --- 255/31.5
12-Y 59 C Three 5859 1 --- --- 255/34.0
13 62 D Four 9462 1 --- --- 255/30.5
14 61 E Five 9461 1 --- --- 255/33.0
15 75 B B 6675 1 --- --- 249/29.0
16-L 62 D Four 9462 2 04.315 0.000 255/31.0
17 75 B B 6675 2 04.161 0.000 255/33.5
18 61 E Five 9461 2 04.257 0.000 255/35.5
19 59 C Three 5859 2 26.729 0.000 153/30.0
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig 2.3.21.1-4 Crossing is now counted

2.3.21.2 Insert Manual Crossing

This is done by selecting a car in the **Place/Qualify** window on the left and selecting which crossing the manual lap should be inserted before on the **Crossing** window.

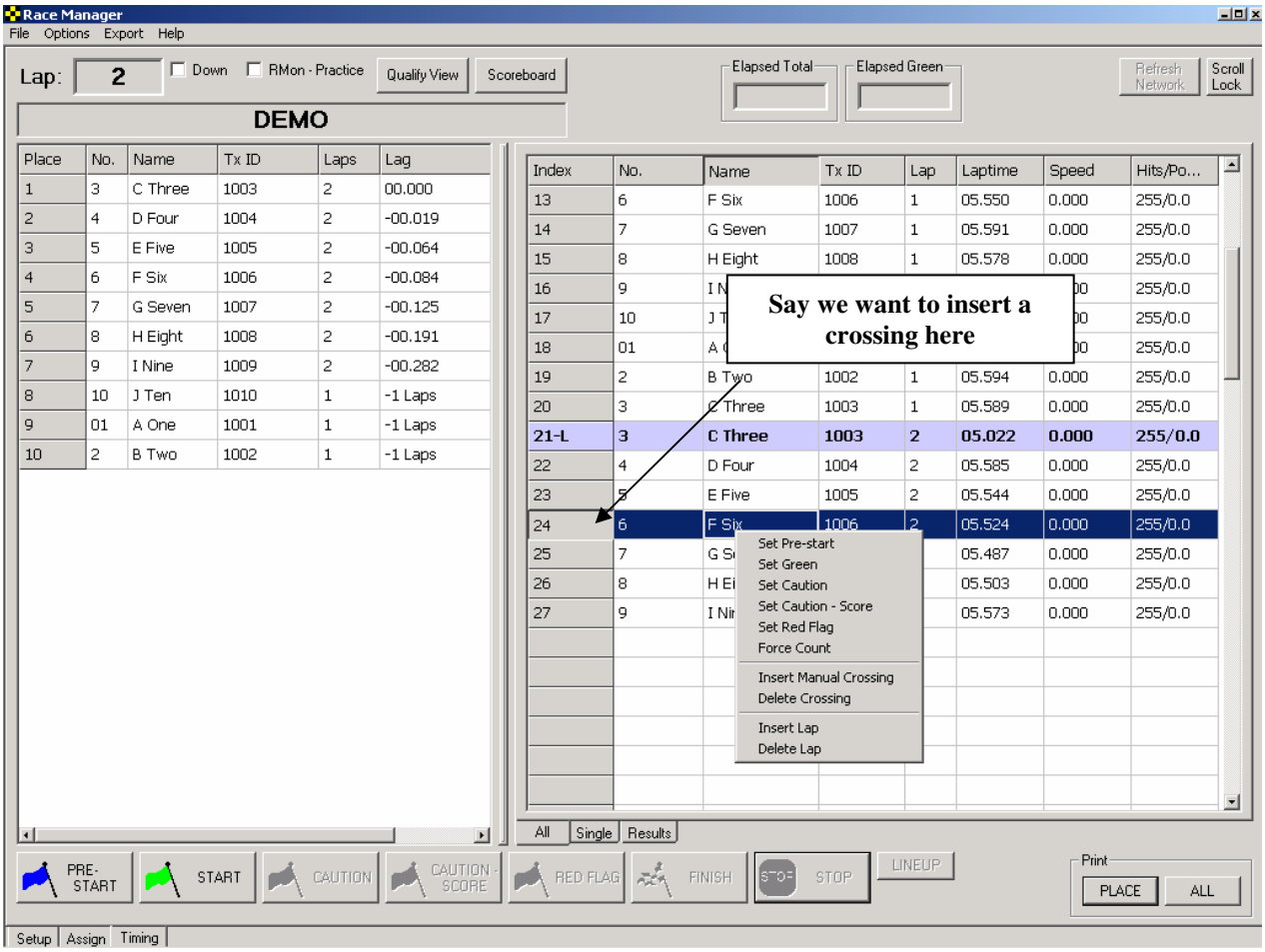

Race Manager
File Options Export Help
Lap: 2
Down
RMon - Practice
Qualify View
Scoreboard
Elapsed Total
Elapsed Green
Refresh Network
Scroll Lock
DEMO
Place No. Name Tx ID Laps Lag
1 3 C Three 1003 2 00.000
2 4 D Four 1004 2 -00.019
3 5 E Five 1005 2 -00.064
4 6 F Six 1006 2 -00.084
5 7 G Seven 1007 2 -00.125
6 8 H Eight 1008 2 -00.191
7 9 I Nine 1009 2 -00.282
8 10 J Ten 1010 1 -1 Laps
9 01 A One 1001 1 -1 Laps
10 2 B Two 1002 1 -1 Laps
Index No. Name Tx ID Lap Laptime Speed Hits/Po...
13 6 F Six 1006 1 05.550 0.000 255/0.0
14 7 G Seven 1007 1 05.591 0.000 255/0.0
15 8 H Eight 1008 1 05.578 0.000 255/0.0
16 9 I N 255/0.0
17 10 J T 255/0.0
18 01 A 255/0.0
19 2 B Two 1002 1 05.594 0.000 255/0.0
20 3 C Three 1003 1 05.589 0.000 255/0.0
21-L 3 C Three 1003 2 05.022 0.000 255/0.0
22 4 D Four 1004 2 05.585 0.000 255/0.0
23 5 E Five 1005 2 05.544 0.000 255/0.0
24 6 F Six 1006 2 05.524 0.000 255/0.0
25 7 G S 05.487 0.000 255/0.0
26 8 H Ei 05.503 0.000 255/0.0
27 9 I Ni 05.573 0.000 255/0.0
Say we want to insert a crossing here
Set Pre-start
Set Green
Set Caution
Set Caution - Score
Set Red Flag
Force Count
Insert Manual Crossing
Delete Crossing
Insert Lap
Delete Lap
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
STOP
LINEUP
Print
PLACE
ALL
Setup
Assign
Timing

Fig 2.3.21.2-1 Highlight Driver

A car will get a manual lap inserted before first car crosses. Note that the manual lap is created such that it is exactly halfway in time between the crossing immediately before and immediately after the point it is inserted. Manual laps are useful if a car misses the antenna loop by perhaps driving through the infield area.

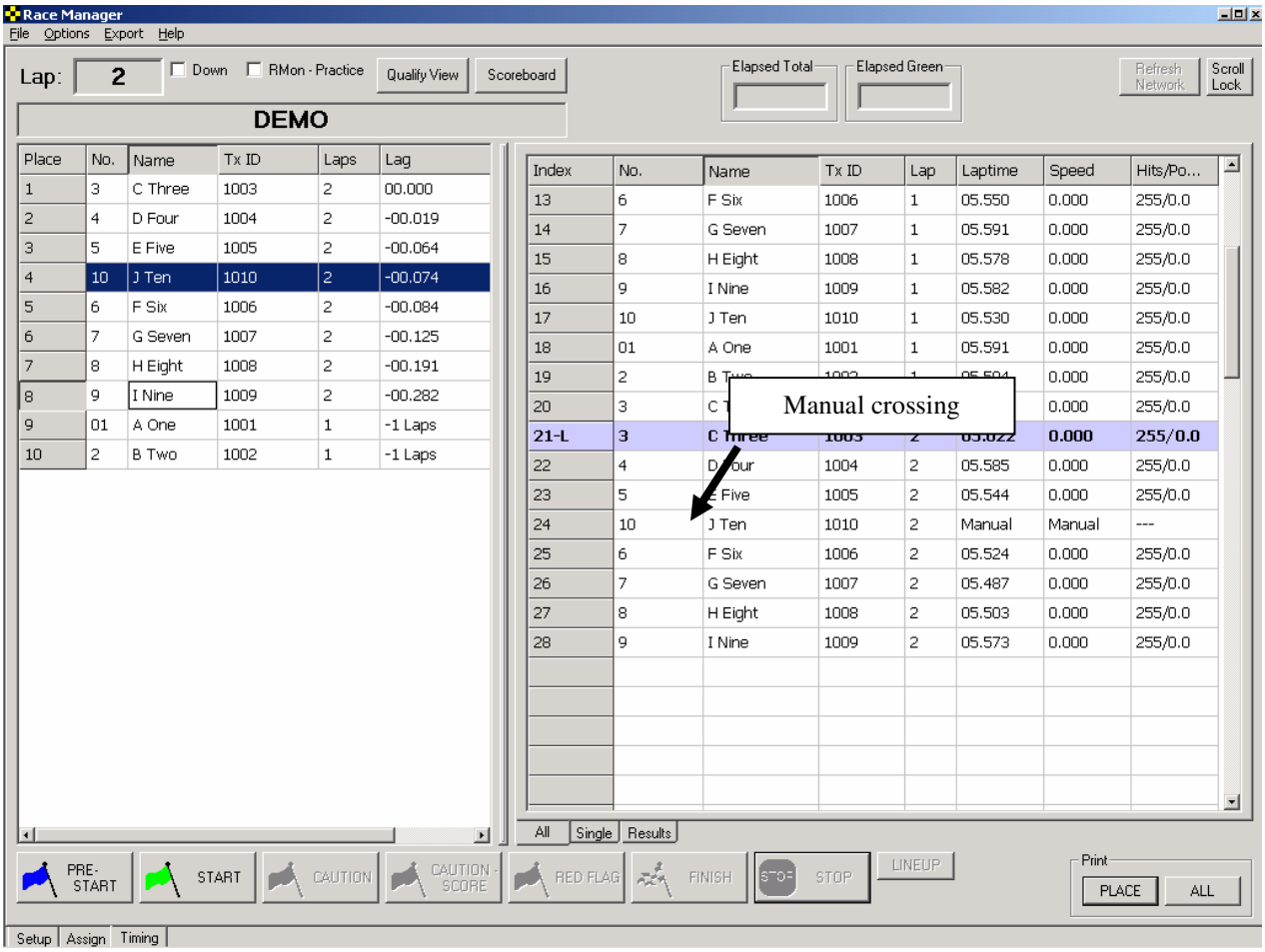


Figure 2.3.21.2-2 Inserted Manual Crossing

2.3.21.3 Delete Crossing

A crossing may be deleted by highlighting a crossing, right mouse click over the **Crossing** window and selecting **Delete Crossing** from the pop-up menu. Manual crossings will be permanently deleted. Electronic crossings will be grayed out and not counted towards scoring.

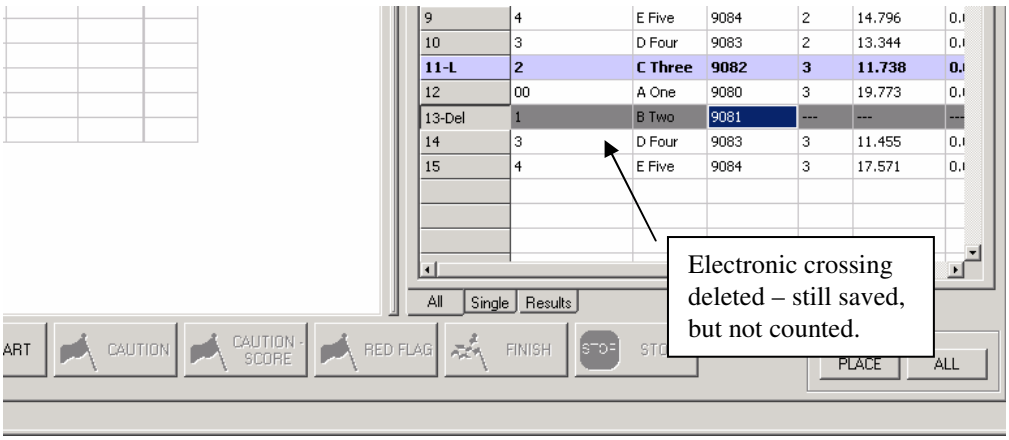

9 | 4 | E Five | 9084 | 2 | 14.796
10 | 3 | D Four | 9083 | 2 | 13.344
11-L | 2 | C Three | 9082 | 3 | 11.738
12 | 00 | A One | 9080 | 3 | 19.773
13-Del | 1 | B Two | 9081 | --- | ---
14 | 3 | D Four | 9083 | 3 | 11.455
15 | 4 | E Five | 9084 | 3 | 17.571
All
Single
Results
Electronic crossing deleted – still saved, but not counted.
CAUTION
CAUTION - SCORE
RED FLAG
FINISH
PLACE
ALL

Fig 2.3.21.3-1

2.3.21.4 Insert Lap

To add a lap to the entire field highlight the line where the lap should be inserted, right mouse click over the **Crossing** window and selecting **Insert Lap** from the pop-up menu.

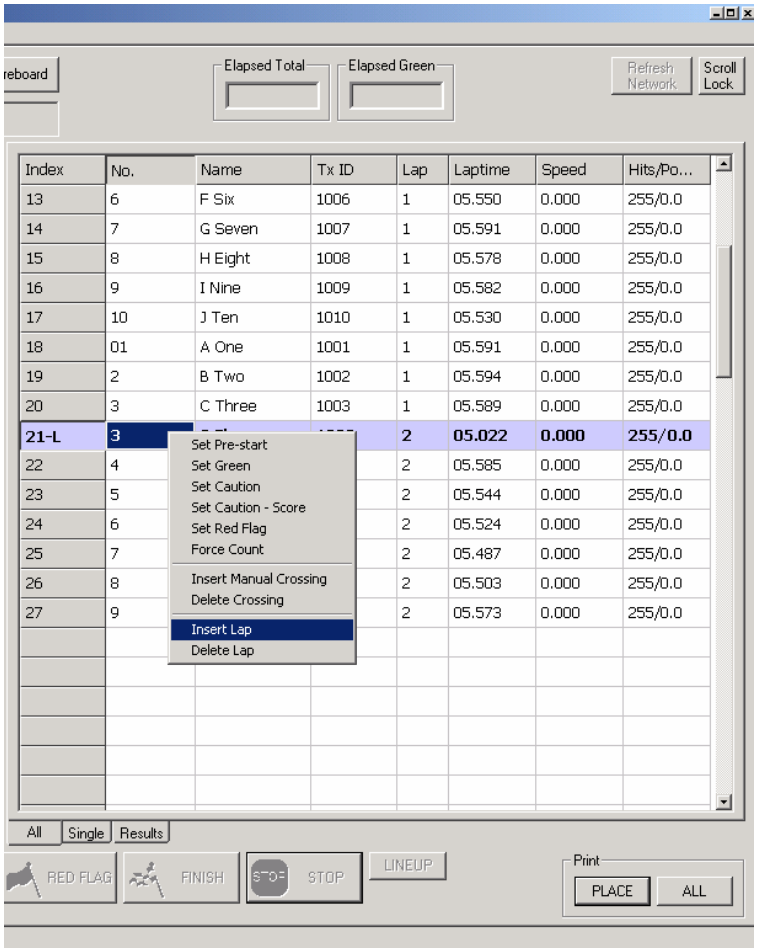


Fig. 2.3.21.4-1

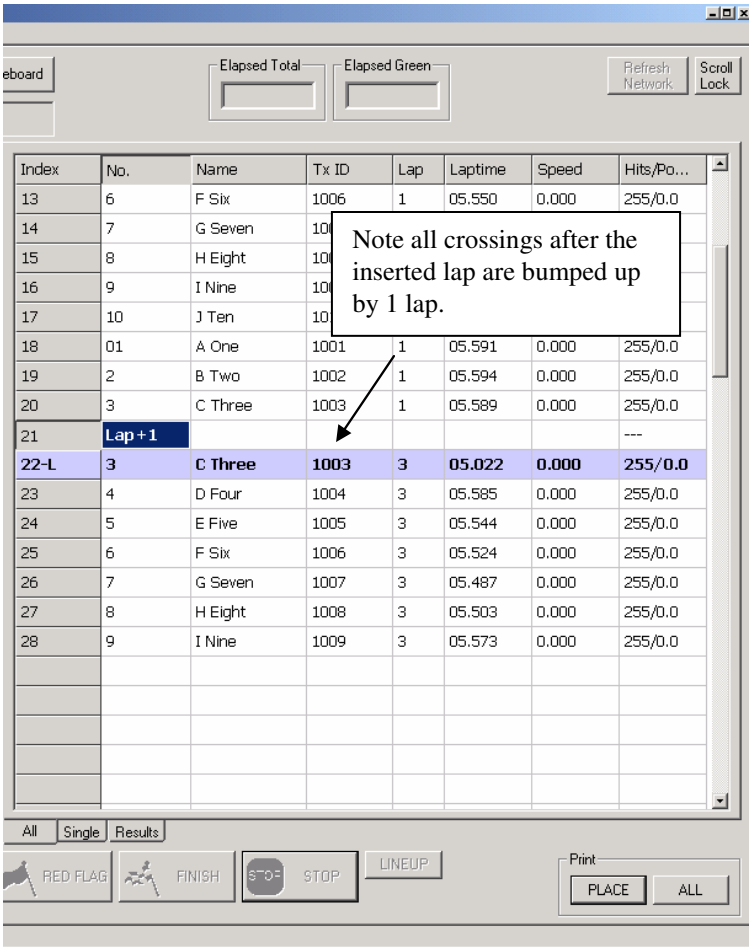


Fig. 2.3.21.4-2

2.3.21.5 Delete Lap

A manually inserted lap may be deleted by highlighting the manual lap (ie **Lap+1)** and selecting **Delete Lap** from the pop-up menu.

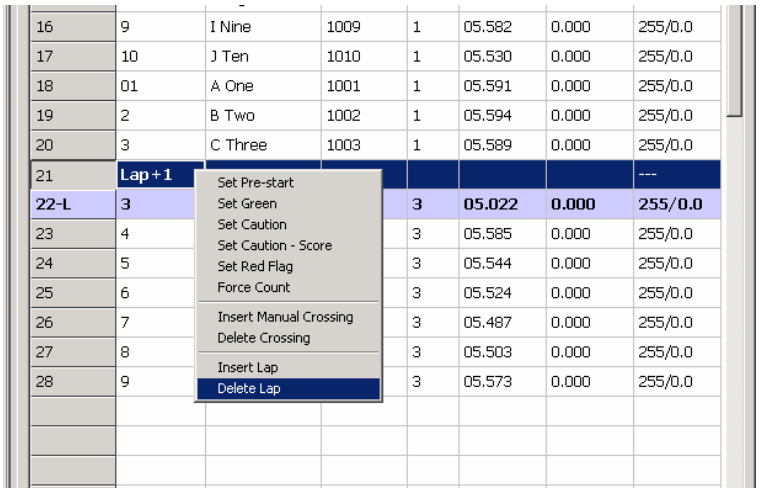


Fig. 2.3.21.5-1

2.3.22 Results Tab

When the **Stop Button** is pressed and a timing session is concluded, the **Results** tab on the **Crossing** window becomes enabled. Clicking on the tab shows the final results view of the session.

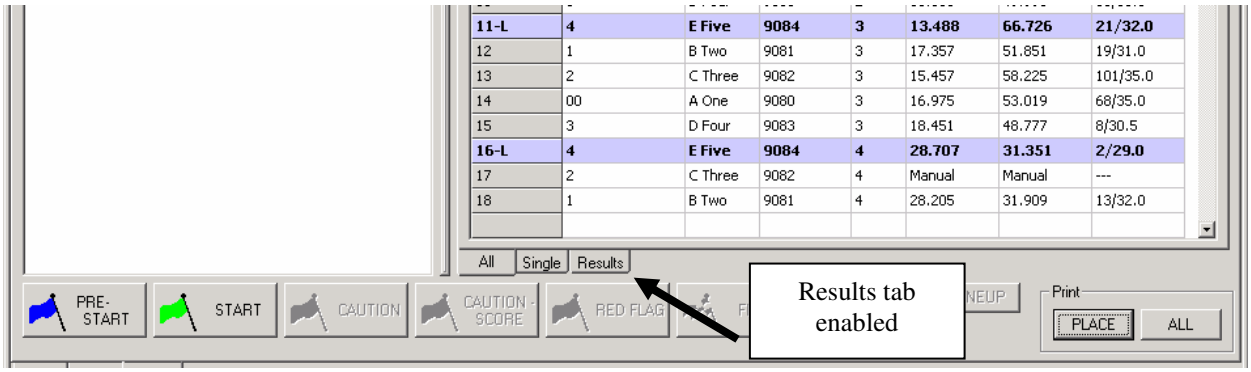


Fig. 2.3.22-1 Results Tab

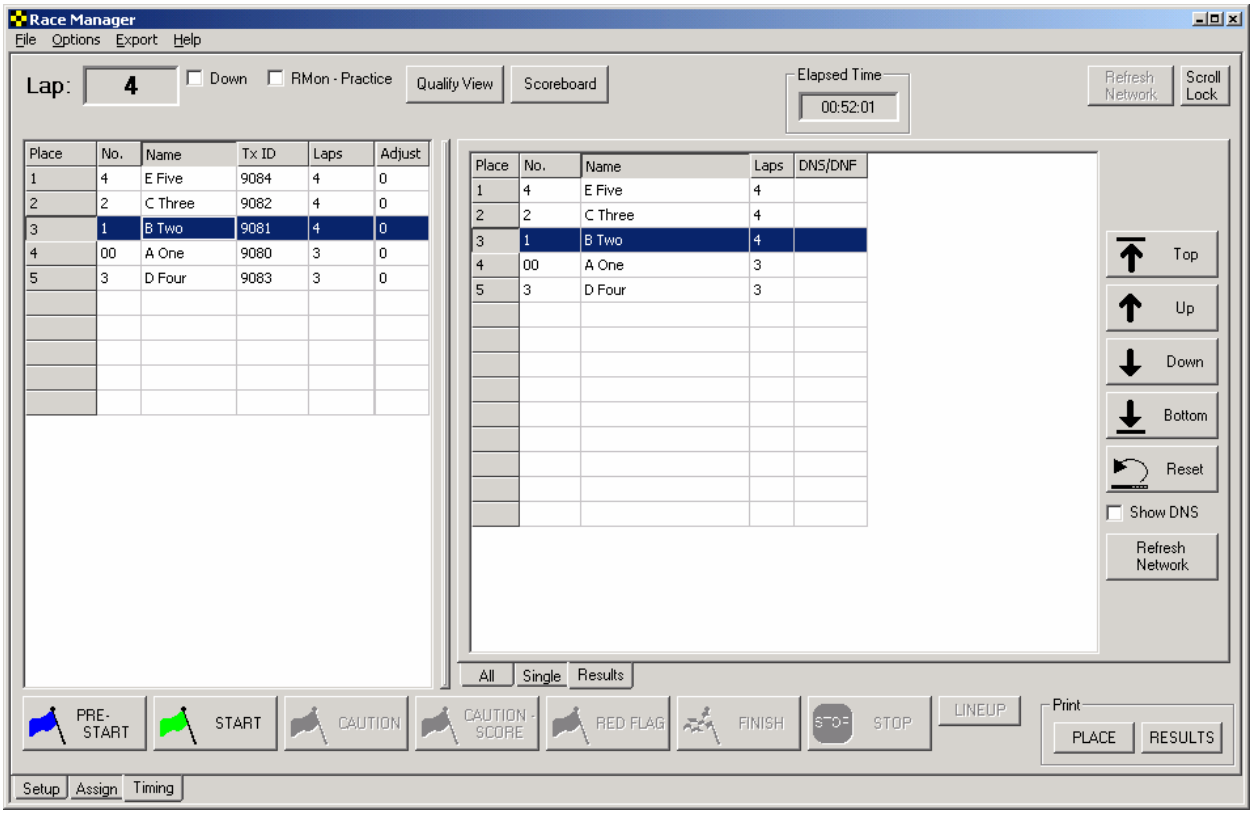


Fig. 2.3.22-2 Results Screen

The results may be manipulated using the buttons on the right-hand side of the screen. Highlight the competitor to modify and click on one of the buttons on the right hand side to move the competitor.

The **Refresh Network** button is used to send the modified results to applications that use the network broadcast or RMonitor feed.

Note: After manipulating the results the data must be saved. Do this by selecting the menu item <File>/<Save Results> or <File>/<Save Results As>.

2.3.23 Print Buttons

There are two print buttons. One button will print what is in the **Place/Qualify** window; the other button will print all crossings found in the **Crossing** window. The functionality of the left print button will print the appropriate information depending on whether the software is in qualifying or place mode as defined by the **Qualify/Place View** button. Note that the button will change text to indicate what will be printed.

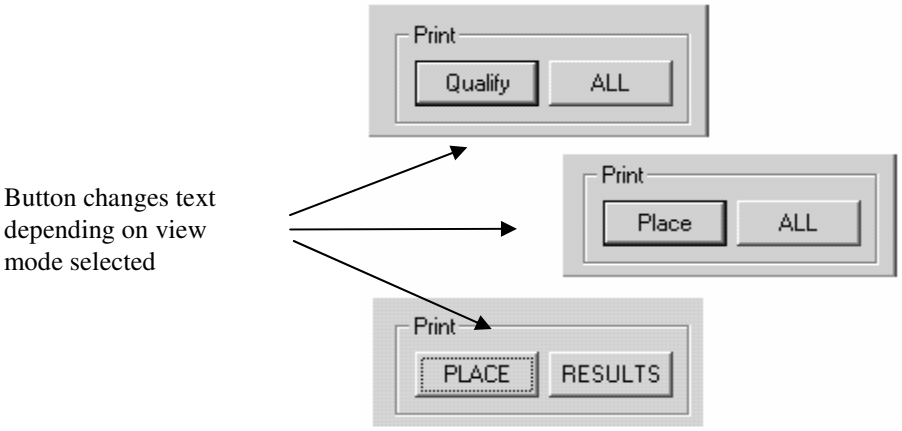


Fig 2.3.23-1

2.3.24 Menu Items

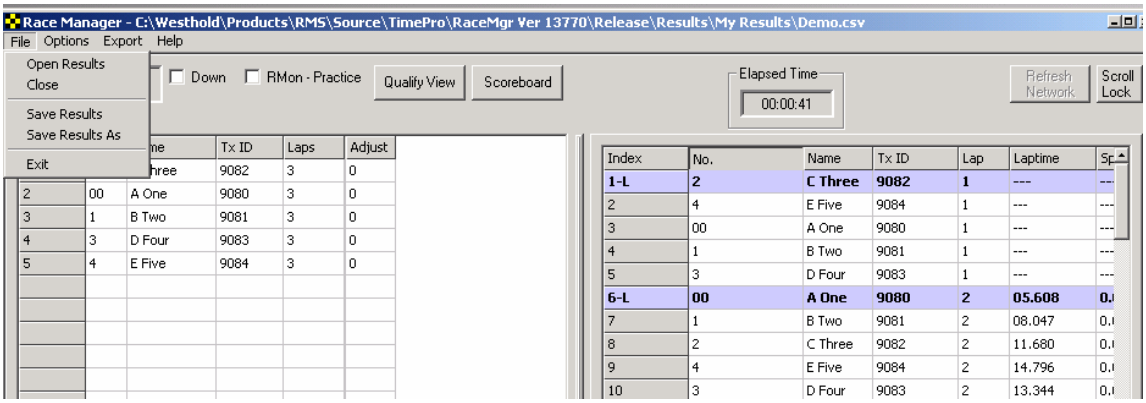


Fig 2.3.24-1

2.3.24.1 File->Open Results Menu Item

Select the <File>/<Open Results> menu item to open previously saved results and display them on the screen. Open results may be adjusted using the **Adjust Laps** and the **Set Green/Set Caution, etc** features described above on the crossing screen only. The results may then be re-saved.

2.3.24.2 File->Save Results Menu Item

Select the <File>/<Save Results> menu item to save the results on the screen.

2.3.24.3 File->Save Results As Menu Item

Select the <File>/<Save Results As> menu item to save the results on the screen to a new file.

2.3.24.4 File->Close Menu Item

Select the <File>/<Close> menu item to close an open results file and clear the data from the screen.

2.3.24.5 Options->Font Menu Item

This option is used to change the font size of the place and crossings grids' text. Note that the font is not saved when closing the program.

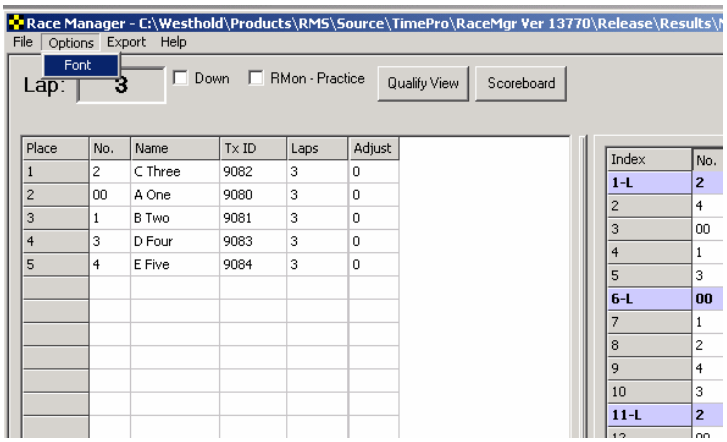


Fig 2.3.24.5-1

2.3.24.6 Export Menu Item

The export menu allows the race data to be exported to HTML files or comma separated ASCII text files for either uploading to a website or for further processing.

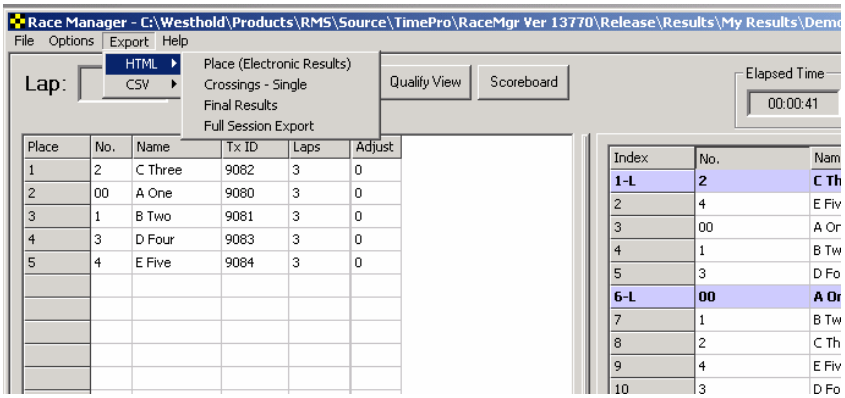


Fig 2.3.24.6-1

2.3.24.6.1 Export-> HTML Menu Items

<Export>/<HTML>/<Place (Electronic Results)> – Exports only the electronic place results.

<Export>/<HTML>/<Crossings – Single> – Exports only the crossings data for a single selected competitor.

<Export>/<HTML>/<Final Results> – Exports the modified results from the **Results** tab page.

<Export>/<HTML>/<Full Session Export> – Creates a final results page with links to all the single crossings report for each competitor.

2.3.24.6.2 Export-> CSV Menu Items

The CSV exports operate just like the HTML exports except comma separated CSV files are generated.

2.3.24.7 Help Menu Item

This option is used to identify what version of software is being used and copyright information.

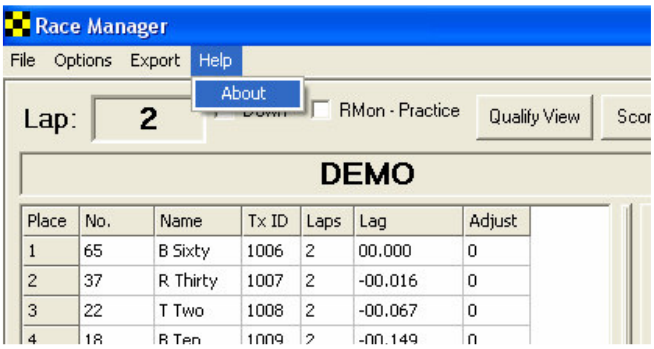


Fig 2.3.24.7-1

3. Tutorials

3.1 Split Score Guide

This section describes how split scoring works. In this tutorial we will count caution is the leader plus one or more competitors cross the start/finish before the caution is thrown.

1. Caution Handling Setup

Check the **Finish Lap on Caution** checkbox. This setting allows each driver to finish the current lap when the caution drops. This only works with the **Caution-Score** button.

Check the **Auto Delete Partial Laps for Caution** checkbox. When the non-scoring **Caution** button is pressed, partial laps are highlighted and deleted (crossings are still there, but not counted). If wanting to count the lap check **Count First Crossing on Return to Green** when green flag is waved before the leader crosses the start/finish line to count the lap. This is acting like the yellow was never deleted and it will count the first crossing which will put the lap count where it would have been if had taken the lap. If you choose not to take a partial lap and consider a lap not complete until the full field is pass the start/finish line then **DO NOT** check **Count First Crossing on Return to Green.**

Attn: If you press the **Caution** button before the leader goes by, the auto delete function will not know that the previous lap was a partial lap. It will end up auto deleting the previous lap even though it might be complete. Software cannot know that this is the case.

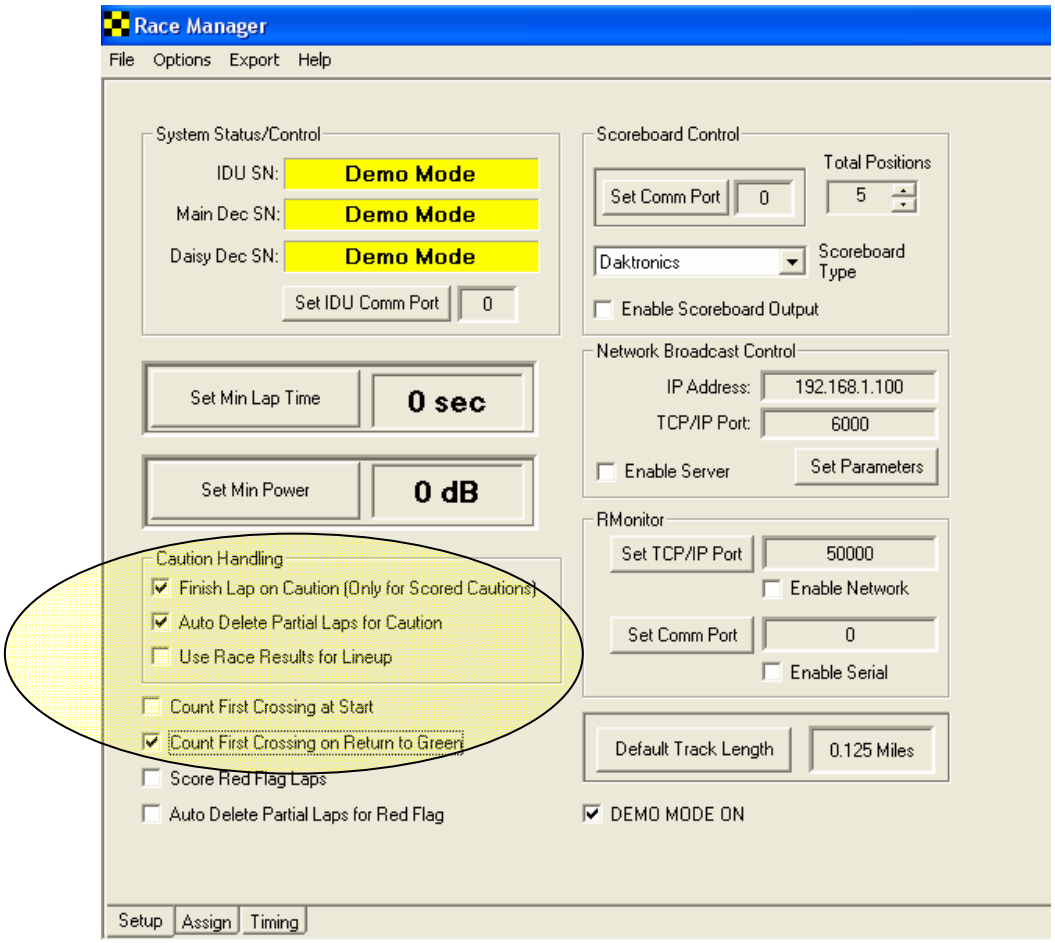


Fig 3.1-1

2. If the yellow flag is thrown after at least the leader has crossed press the **Caution-Score** button. See fig 3.1-2

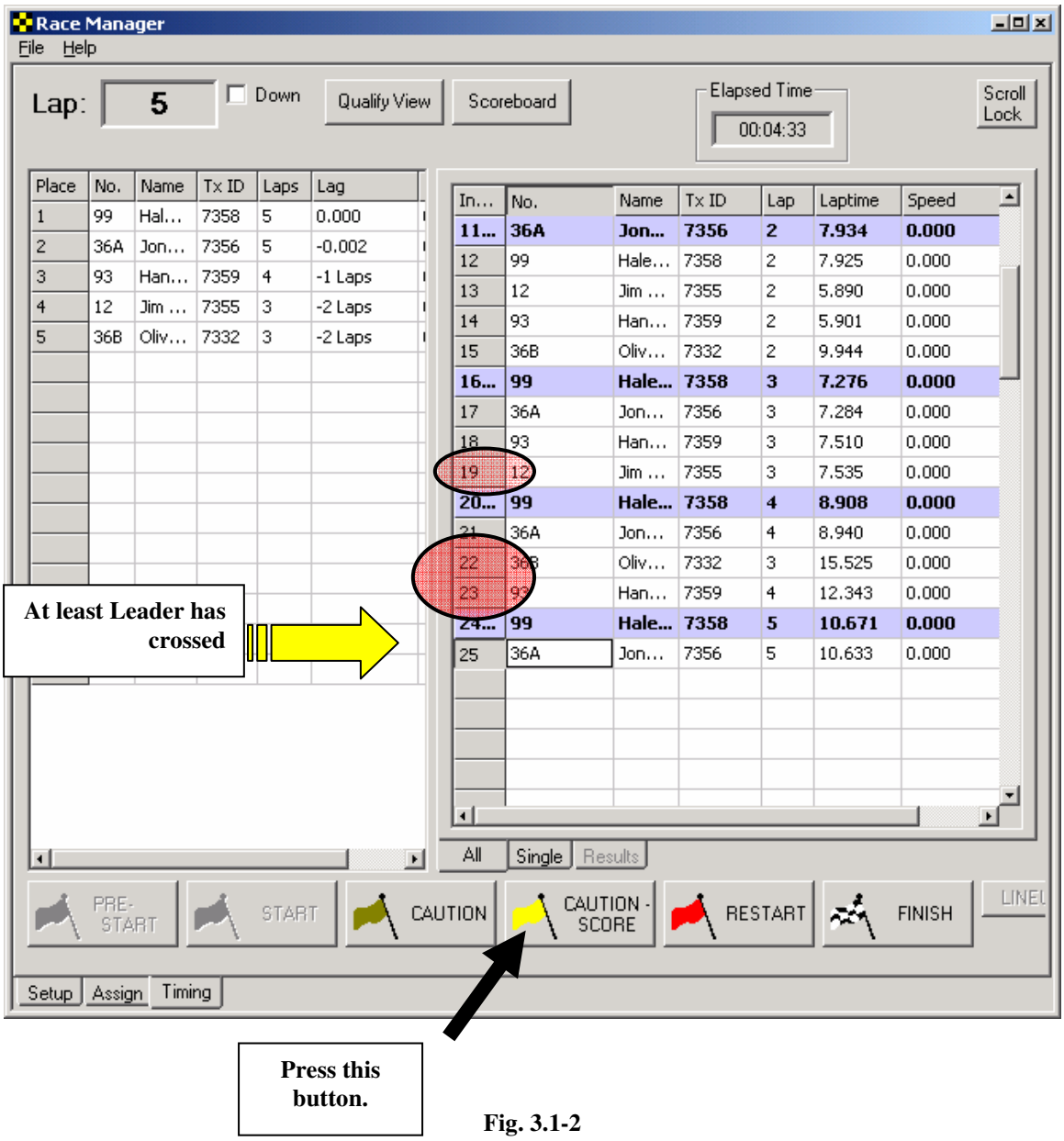

Race Manager
File Help
Lap: 5
Down
Qualify View
Scoreboard
Elapsed Time
00:04:33
Scroll Lock
Place No. Name Tx ID Laps Lag
1 99 Hal... 7358 5 0.000
2 36A Jon... 7356 5 -0.002
3 93 Han... 7359 4 -1 Laps
4 12 Jim ... 7355 3 -2 Laps
5 36B Oliv... 7332 3 -2 Laps
In... No. Name Tx ID Lap Laptime Speed
11... 36A Jon... 7356 2 7.934 0.000
12 99 Hale... 7358 2 7.925 0.000
13 12 Jim ... 7355 2 5.890 0.000
14 93 Han... 7359 2 5.901 0.000
15 36B Oliv... 7332 2 9.944 0.000
16... 99 Hale... 7358 3 7.276 0.000
17 36A Jon... 7356 3 7.284 0.000
18 93 Han... 7359 3 7.510 0.000
19 12 Jim ... 7355 3 7.535 0.000
20... 99 Hale... 7358 4 8.908 0.000
21 36A Jon... 7356 4 8.940 0.000
22 36B Oliv... 7332 3 15.525 0.000
23 93 Han... 7359 4 12.343 0.000
24... 99 Hale... 7358 5 10.671 0.000
25 36A Jon... 7356 5 10.633 0.000
At least Leader has crossed
All
Single
Results
PRE-START
START
CAUTION
CAUTION - SCORE
RESTART
FINISH
LINEU
Setup
Assign
Timing
Press this button.

Fig. 3.1-2

The lineup screen will pop up showing the order. See fig 3.1-3 below. Note how cars 99 and 36A are first and second and in the order they crossed before the caution. Now cars 36B, 93 are drawn from the previous crossing. And car 12 comes in at the end.

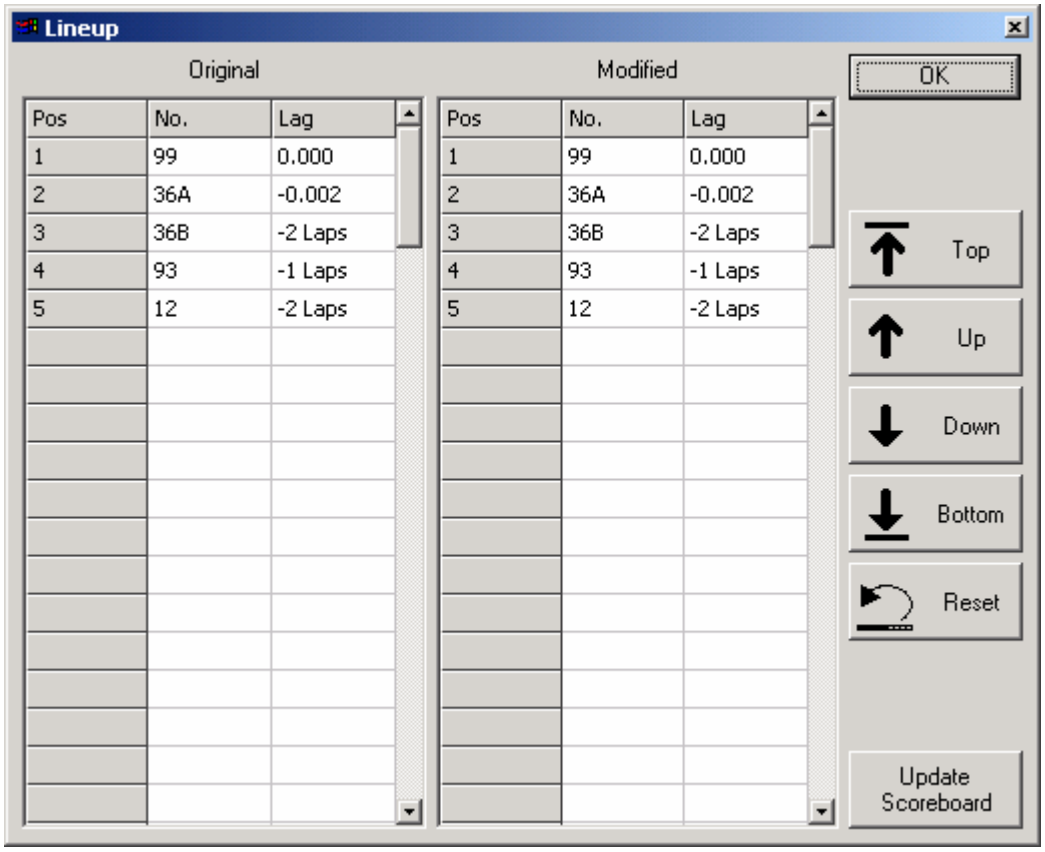
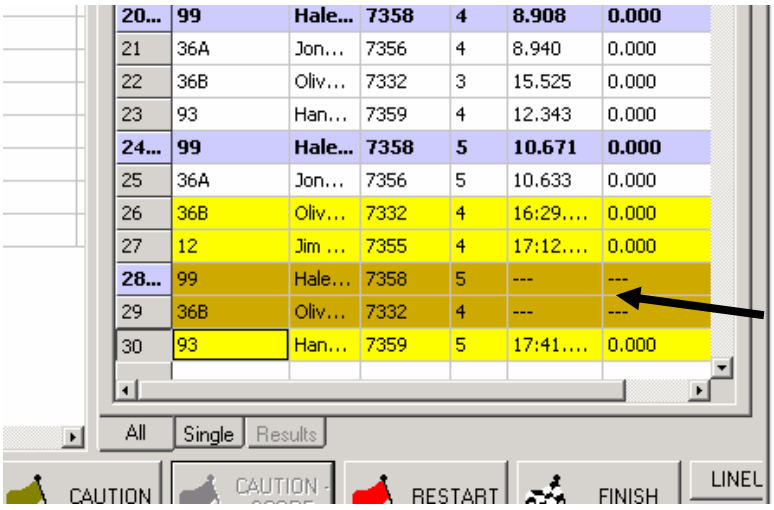


Fig 3.1-3

Now as the cars cross the start finish under caution…



Cars that already crossed are not counted again.

Fig 3.1-4

The lineup screen will still show what is in figure 3.1-3. To correct the lag values you can hit the "Reset" button on the lineup screen. See fig 3.1-5. **This is not necessary. The lineup will still be correct. The number of laps displayed on the scoreboard should be lap 5 since that is the leader's current lap.**

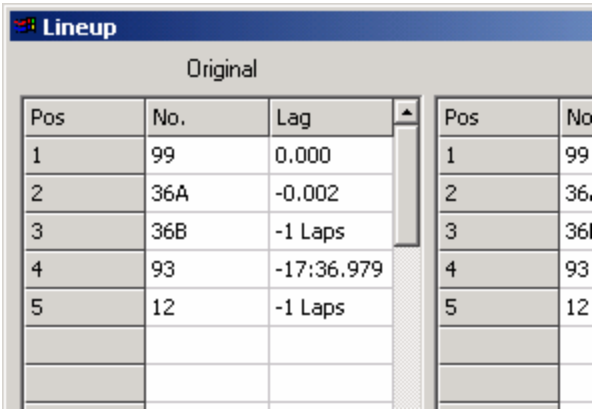


Fig 3.1-5

3. In the case where it is decided that the caution will not be scored and the leader has crossed before the caution is thrown, hit the non-scoring **Caution** button. Fig 3.1-6.

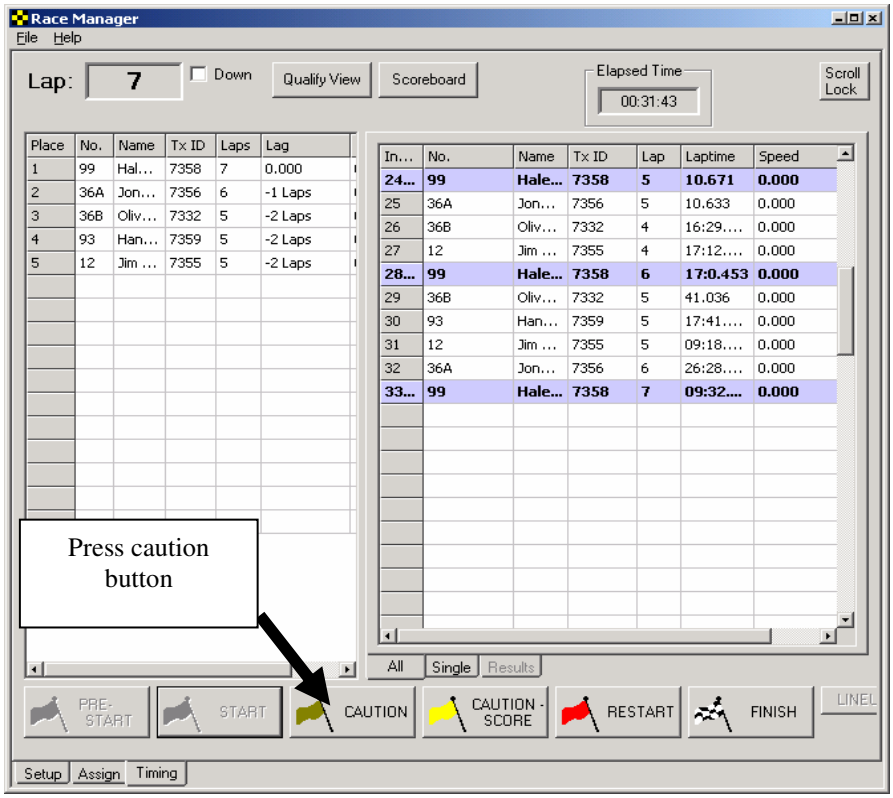


Fig 3.1-6 – Only leader has crossed

The partial lap will automatically be deleted. Fig 3.1-7.

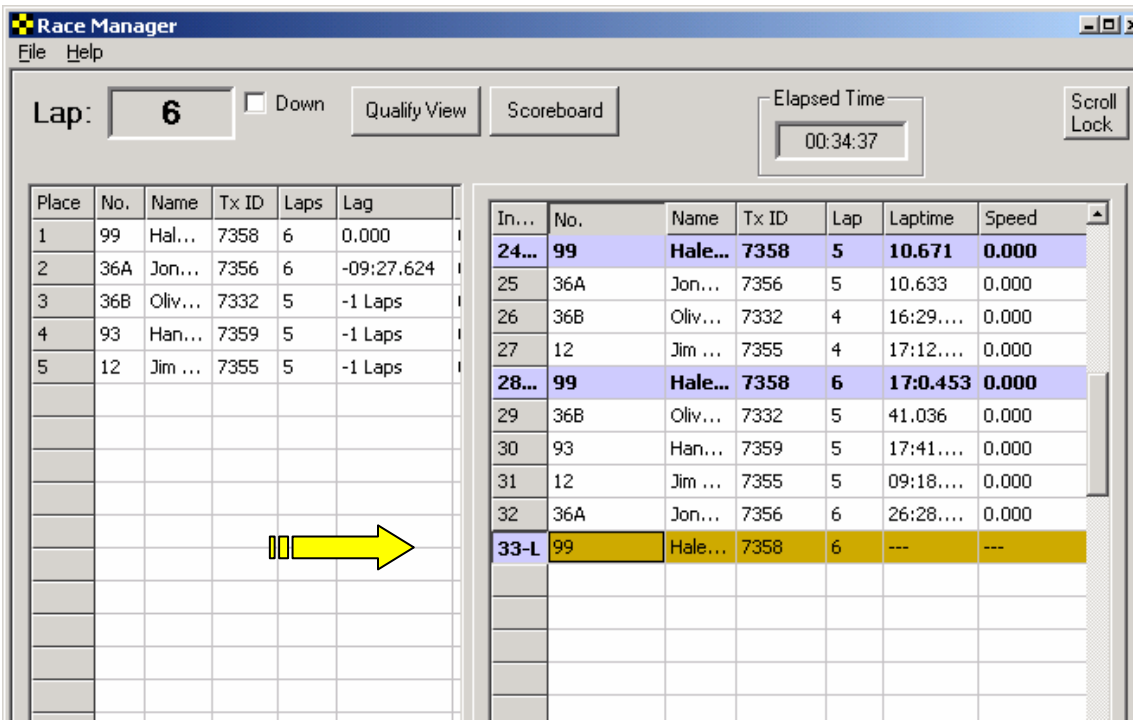


Fig 3.1-7

All subsequent crossings will also not be scored.

Note that if you accidentally press the "Caution" button too late and more than 1 car has gone by that is ok. The partial lap will still automatically be deleted. Fig 3.1-8

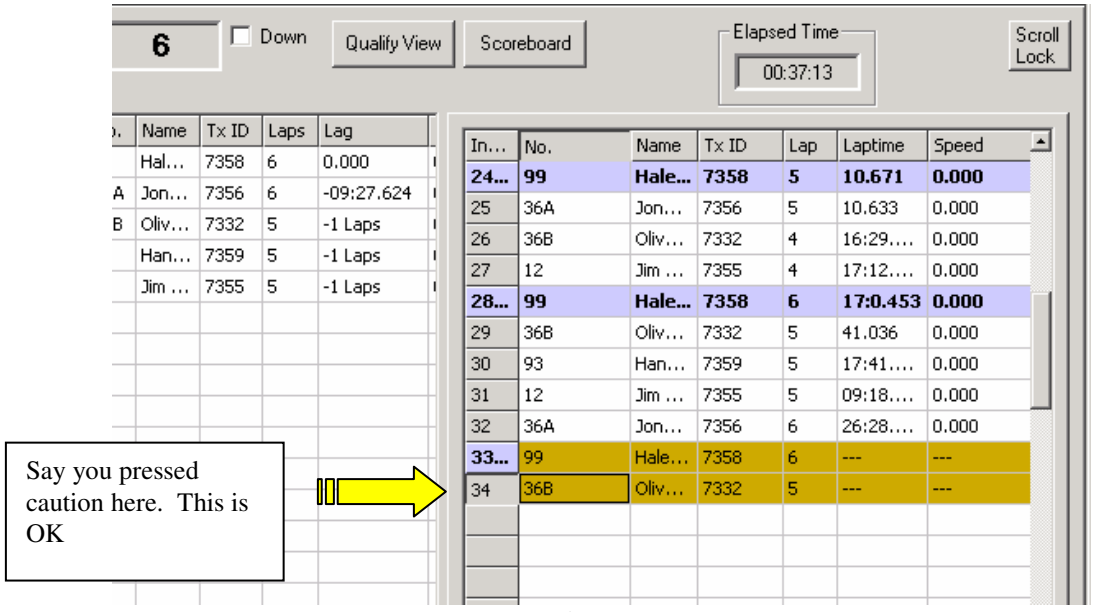


Fig 3.1-8

The lineup in this case is based on the previous lap completed (lap 6 – index 28). Fig 3.1-9 below.

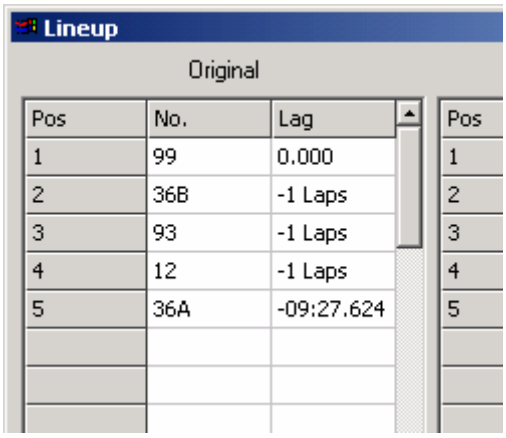


Fig 3.1-9

Note that anything can be changed by highlighting the crossings you want to change and right clicking the mouse button on the crossings screen. Just select how you want to change the highlighted crossings. You can correct mistakes you might have made. Fig 3.1-10.

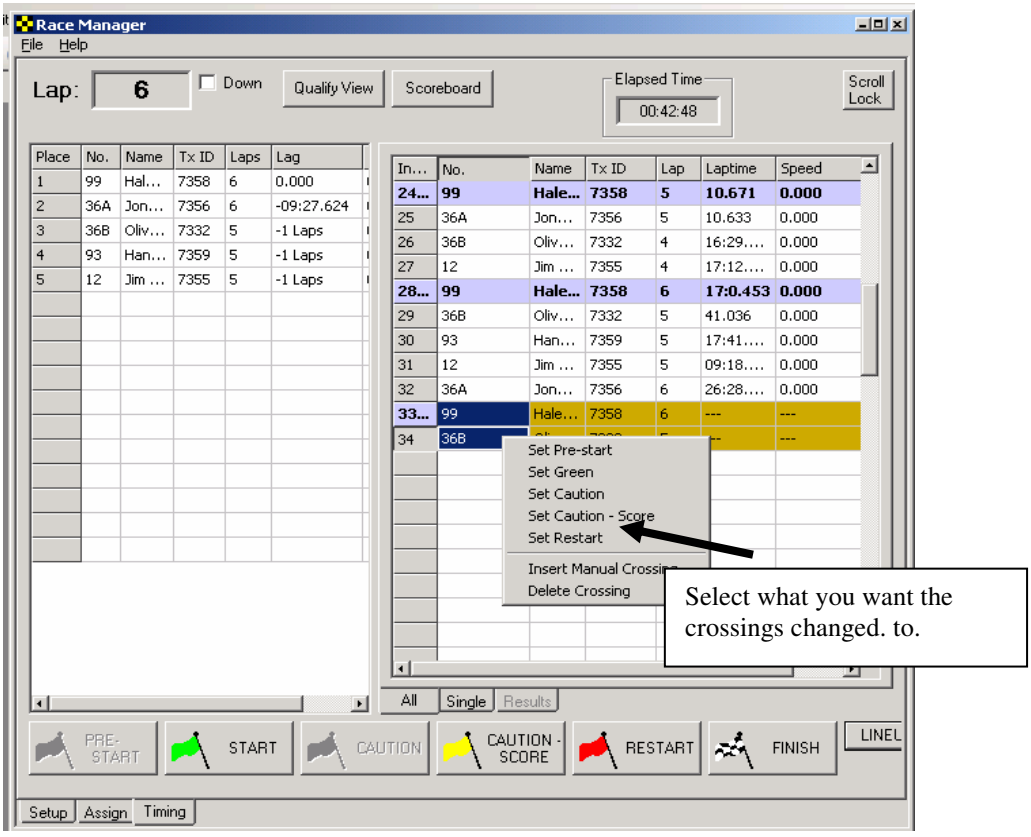


Fig 3.1-10